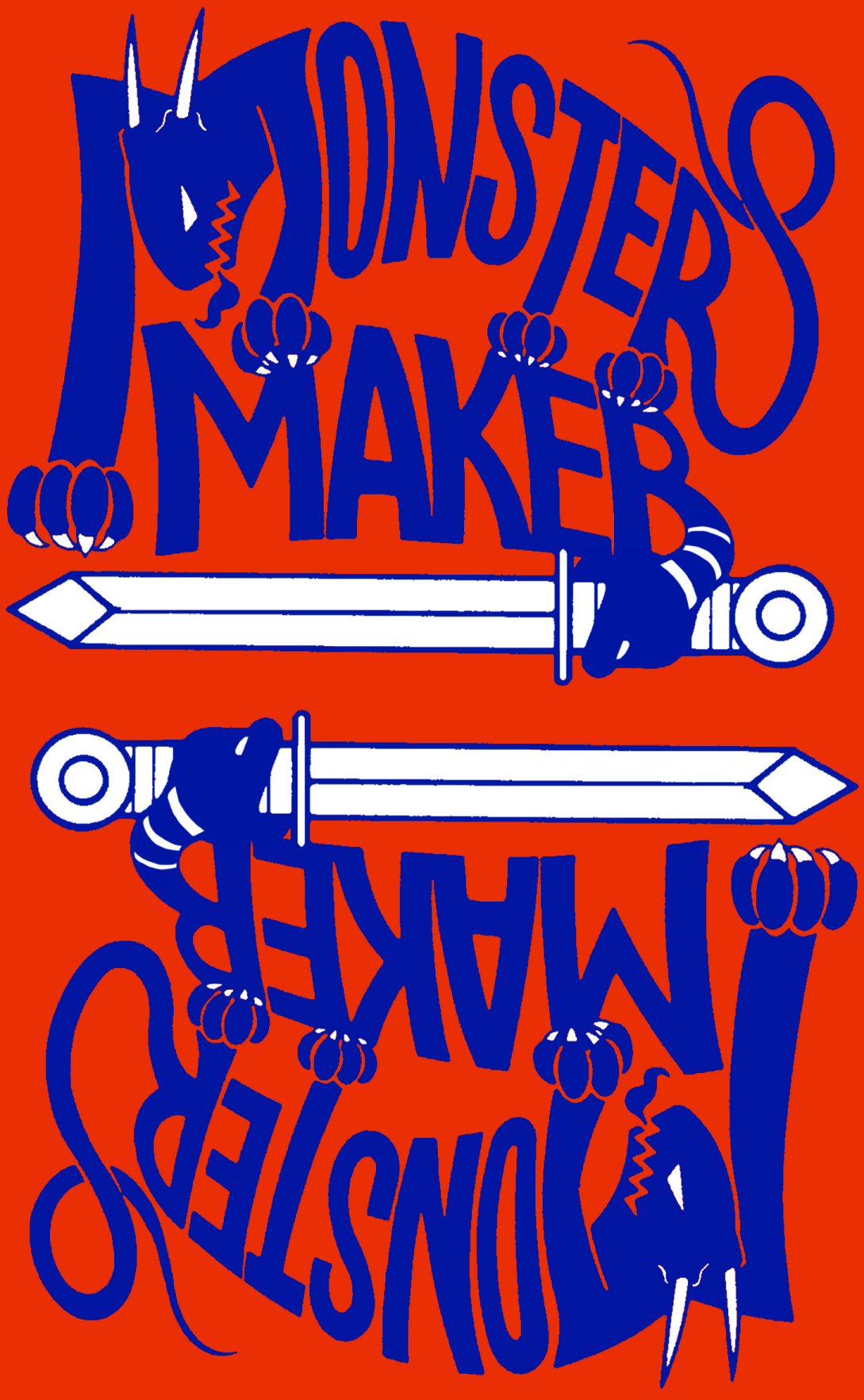

MONSTER
MAKER

PHYS ATK +1 PHYS DEF — MAG ATK — MAG DEF +1

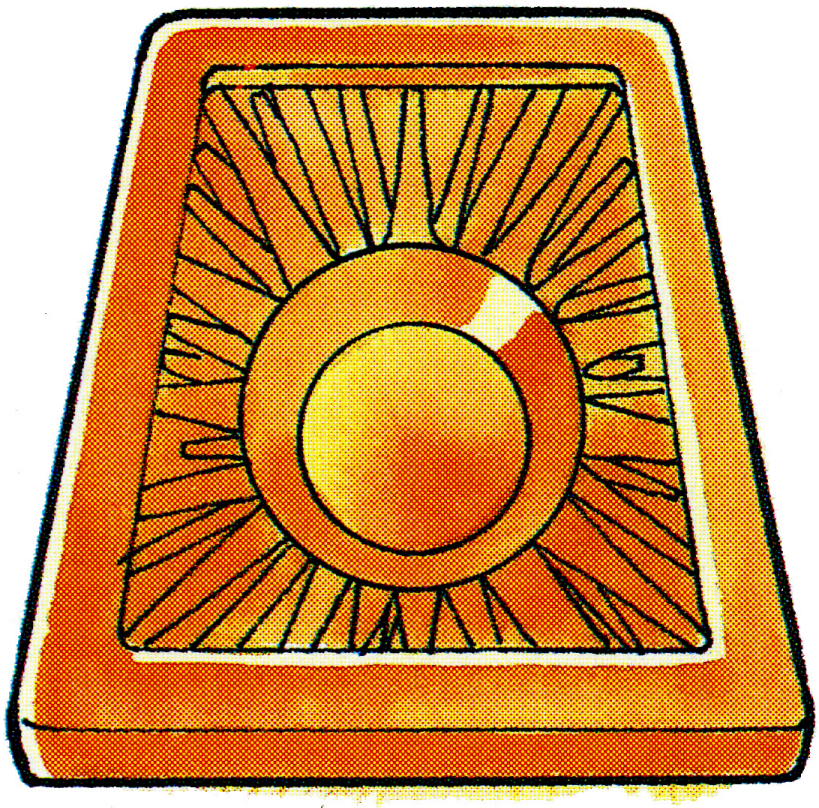
Selfless Heart

LIGHT SIDE

PHYS ATK +4 PHYS DEF 14 MAG ATK — MAG DEF 10

HERO ALSHARK

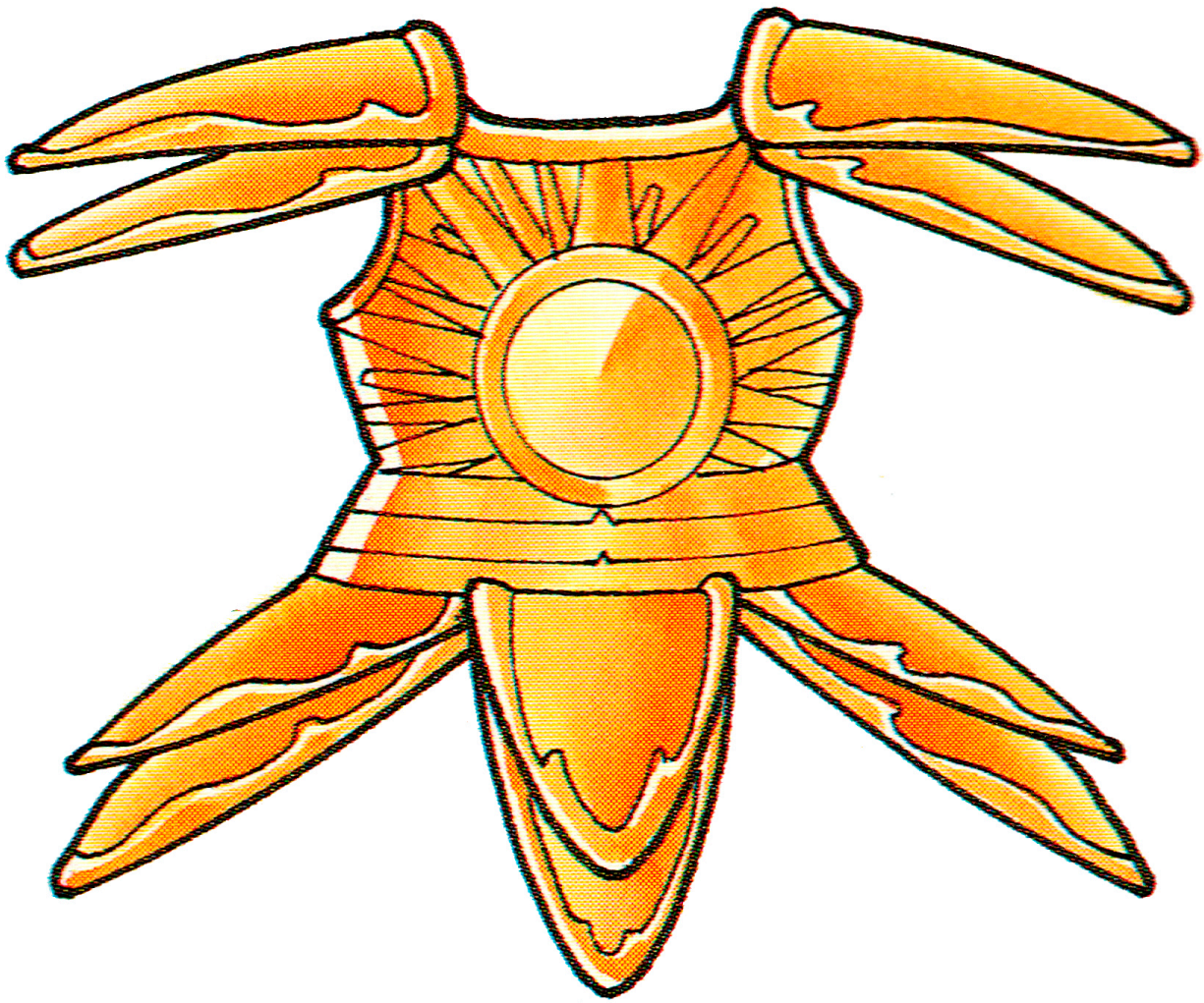
PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1



AMULET OF LIGHT

LIGHT SIDE

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1



Armor of Light

LIGHT SIDE

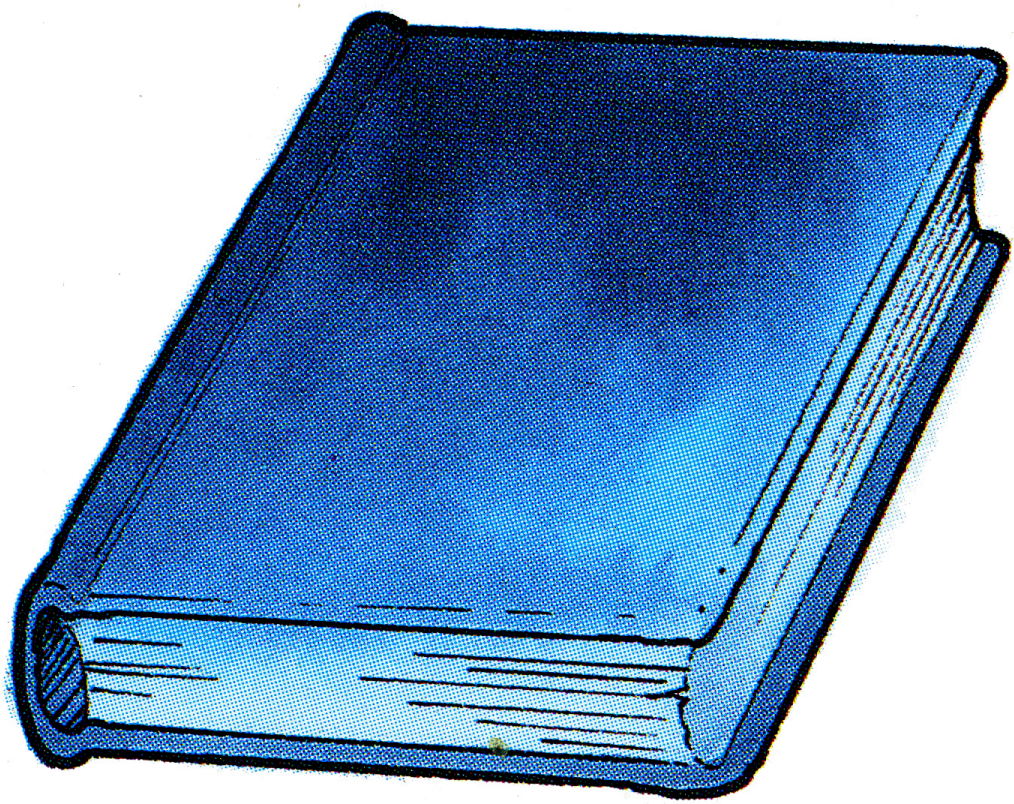
PHYS ATK — PHYS DEF 13 MAG ATK +2 MAG DEF 14

Mage Ballguard

PHYS ATK — PHYS DEF — MAG ATK +1 MAG DEF —

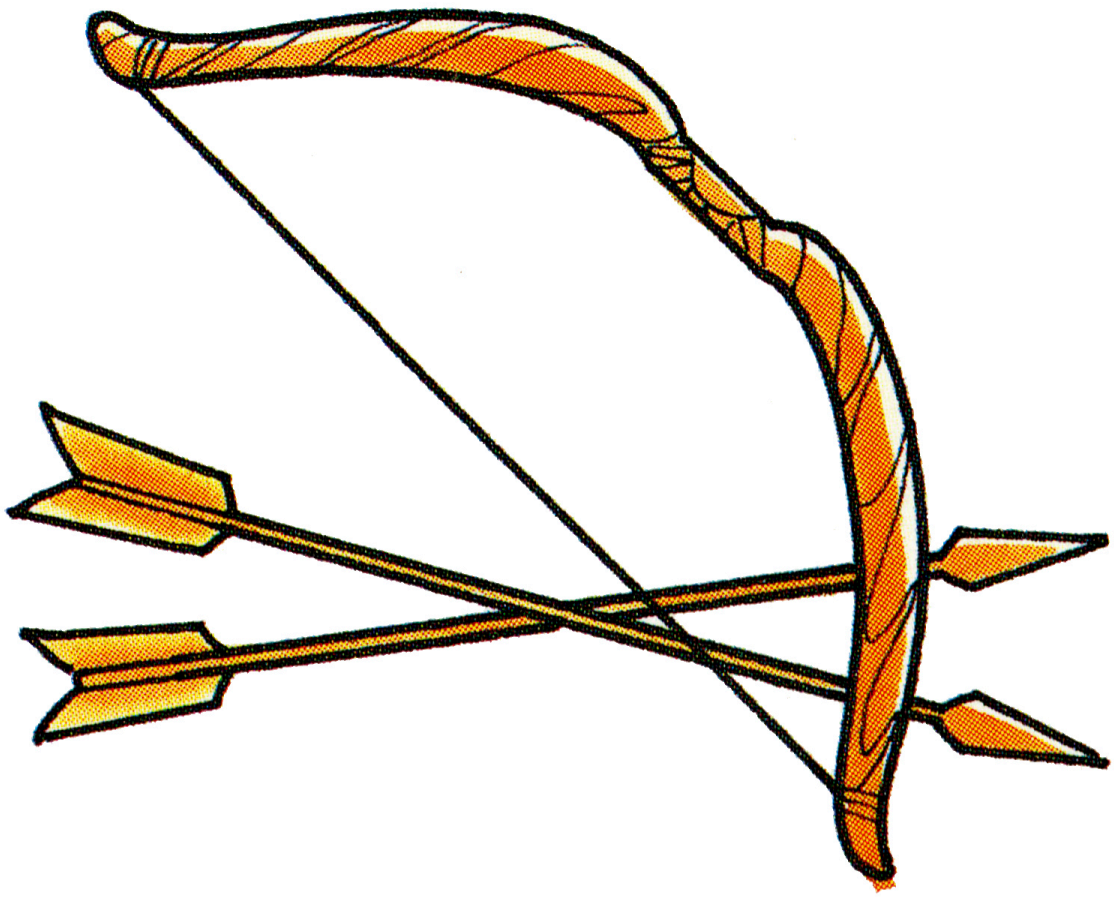
Black Cat

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF —



Book of Sage

PHYS ATK +2 PHYS DEF — MAG ATK +1 MAG DEF —

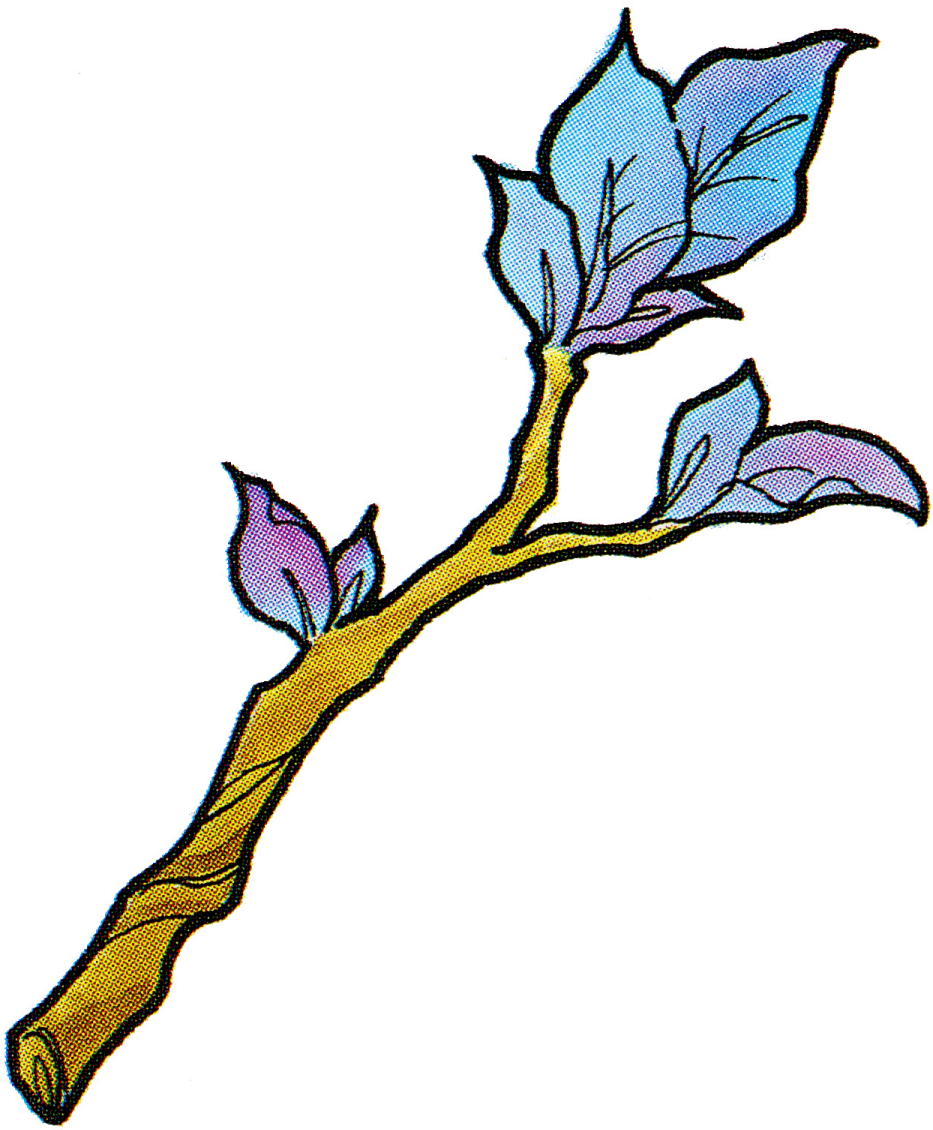


Bow and Arrow of Light

LIGHT SIDE

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF

Resurrect a dead character



Branch of the Tree of Life

PHYS ATK +3 PHYS DEF 13 MAG ATK +2 MAG DEF 13

HOLY KNIGHT

CASSANDRA

Trade a card with any player

MERCHANT KING	CHARMONT

PHYS ATK +2 PHYS DEF 13 MAG ATK — MAG DEF 13

Holy Knight

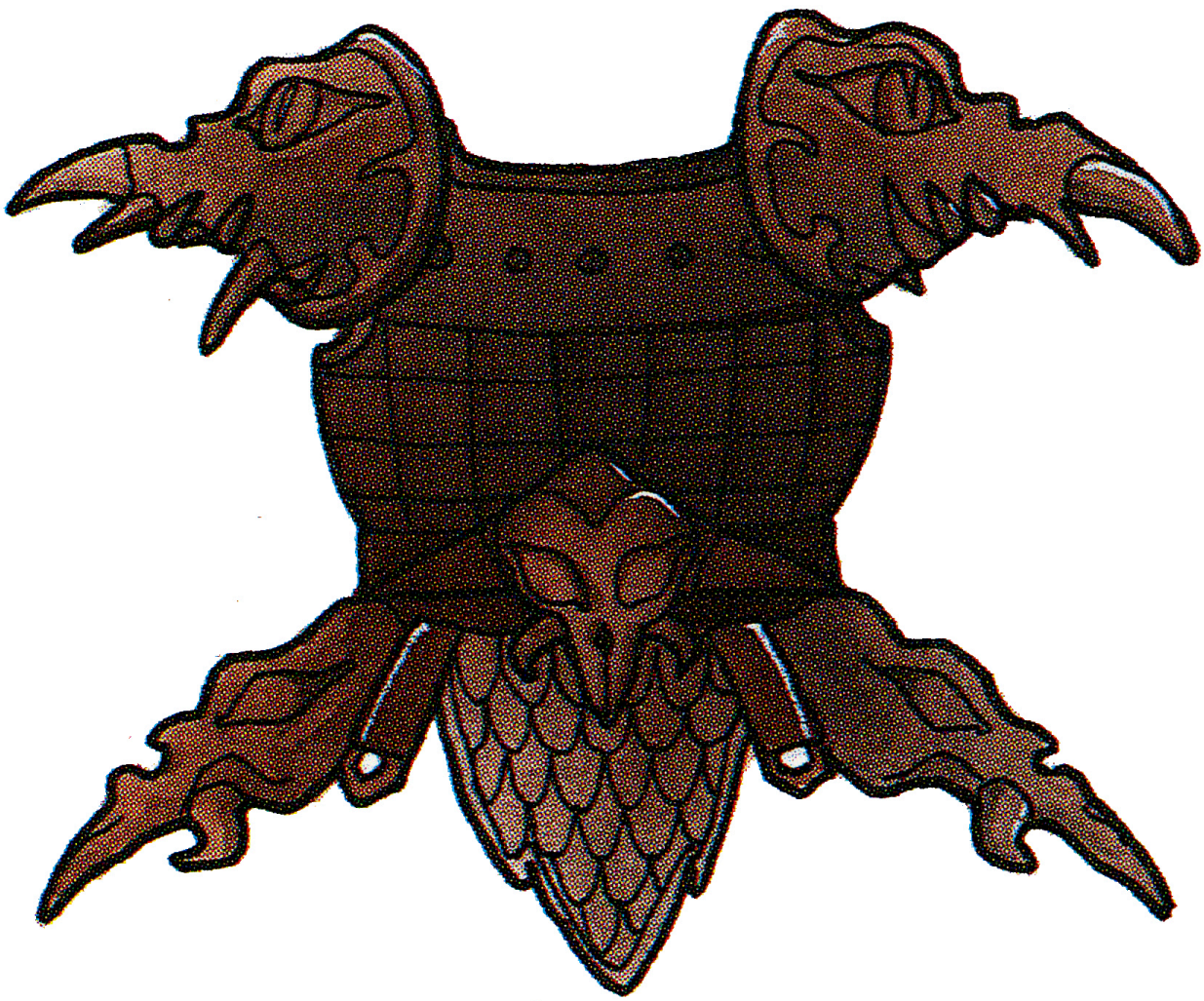
Charna

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF —

You can look at another player's Book of Prophecy.

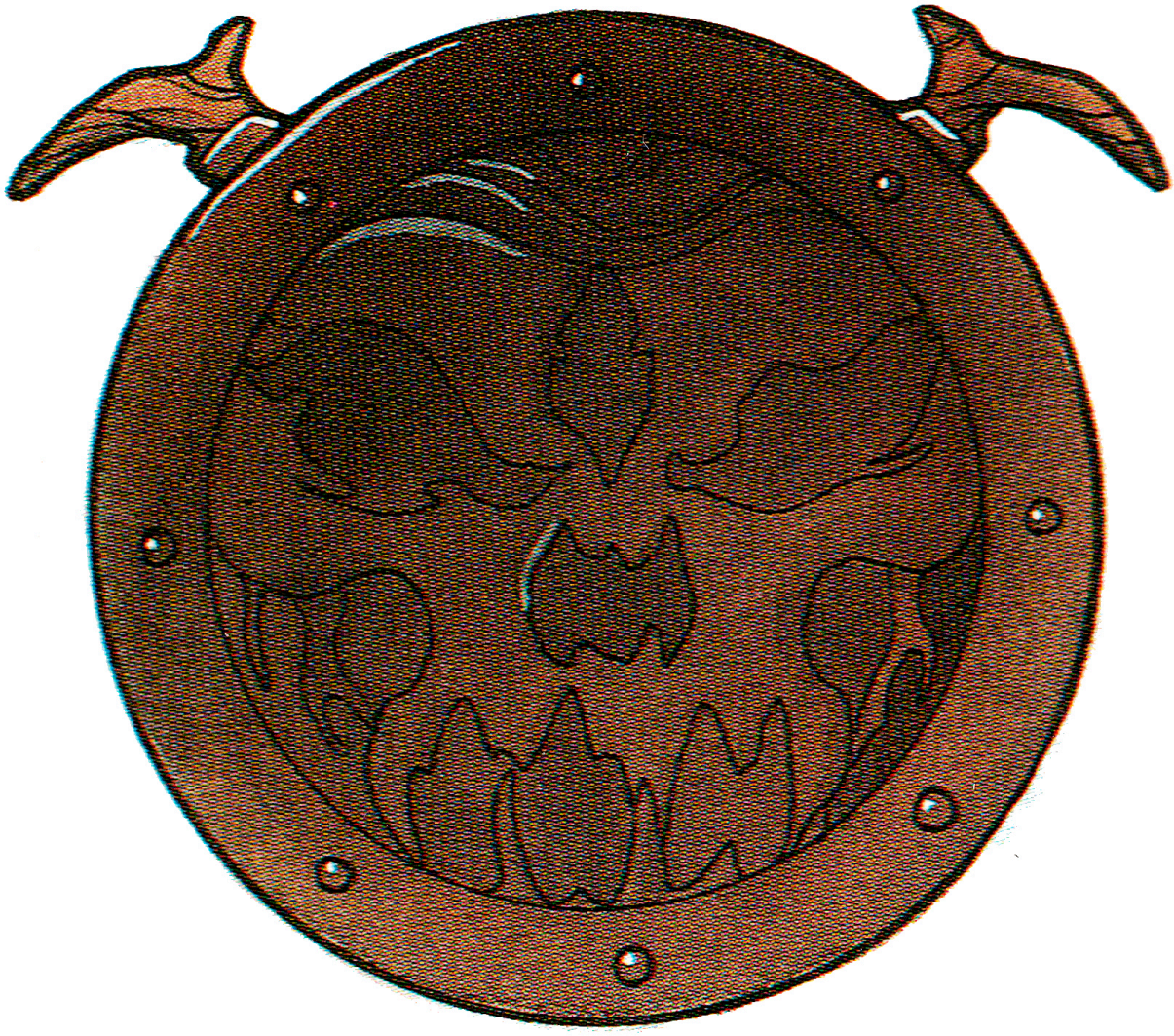
Crystal Ball

PHYS ATK — PHYS DEF +2 MAG ATK — MAG DEF —



Dark Armor

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF —



Dark Shield

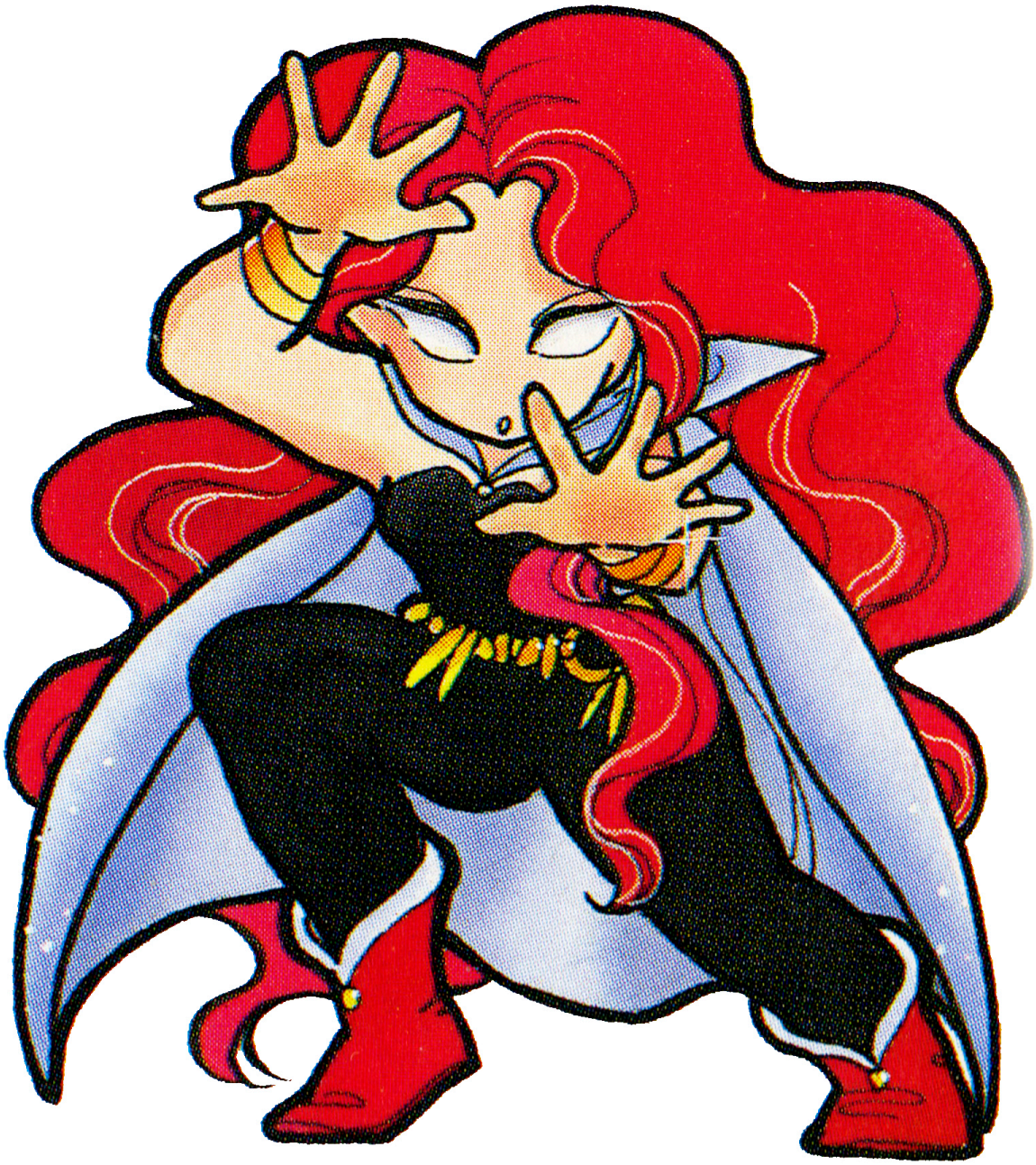
PHYS ATK	PHYS DEF	MAG ATK	MAG DEF
+2	0	—	—

DEATHBRINGER

PHYS ATK +4 PHYS DEF 13 MAG ATK — MAG DEF 13

Hero Dianne

PHYS ATK — PHYS DEF 13 MAG ATK +5 MAG DEF 13



DARK MAGE

DIOSHERILL

PHYS ATK +3 PHYS DEF 11 MAG ATK — MAG DEF 11

DARK KNIGHT

DORONNE

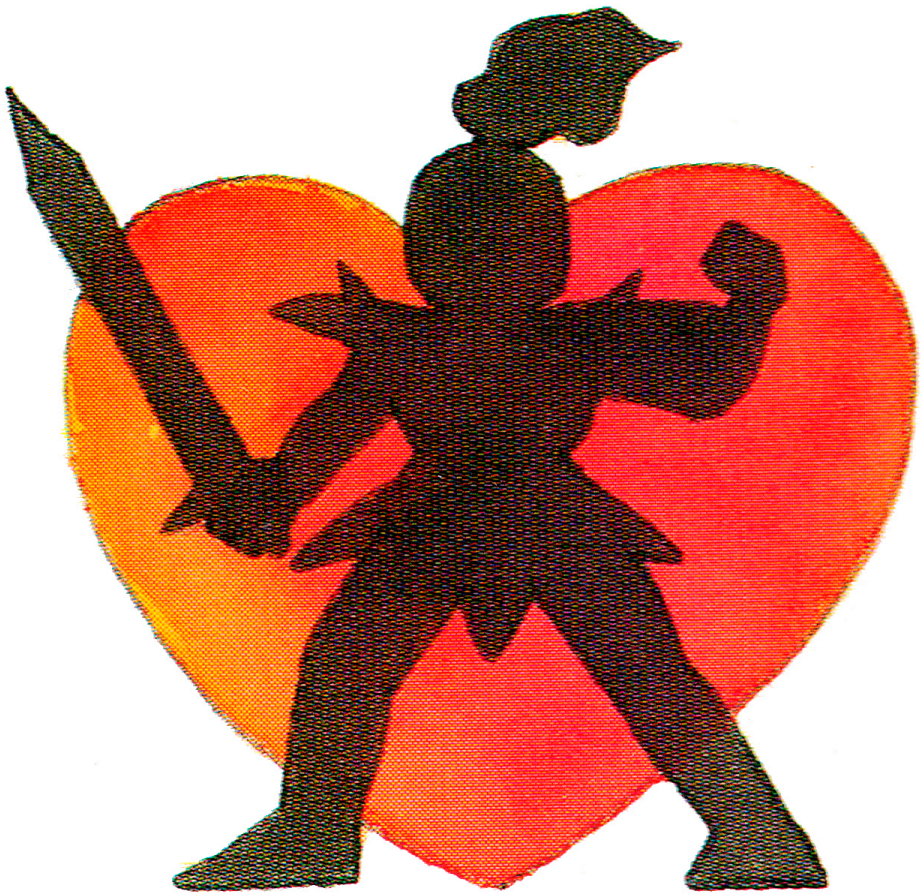
PHYS ATK +3 PHYS DEF 12 MAG ATK +2 MAG DEF 12

Elf Elsais

PHYS ATK +1 | PHYS DEF — | MAG ATK — | MAG DEF —

Falcon

PHYS ATK +2 PHYS DEF O MAG ATK — MAG DEF —



Fearless Heart

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF —

Feathered sandals

PHYS ATK — PHYS DEF — MAG ATK +2 MAG DEF —

Fire Spell

PHYS ATK — PHYS DEF — MAG ATK +2 MAG DEF —

Fire Spell

PHYS ATK — PHYS DEF 13 MAG ATK +5 MAG DEF 14

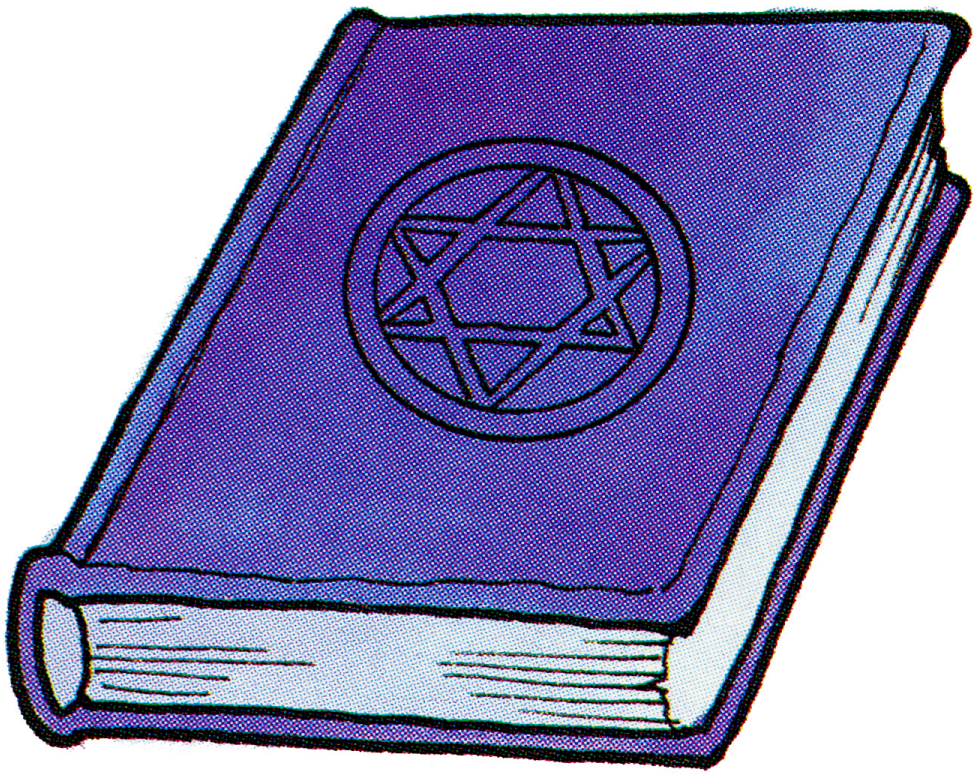
MAGE GANDAWOLF

PHYS ATK +3 PHYS DEF 11 MAG ATK — MAG DEF 11

Dark Knight

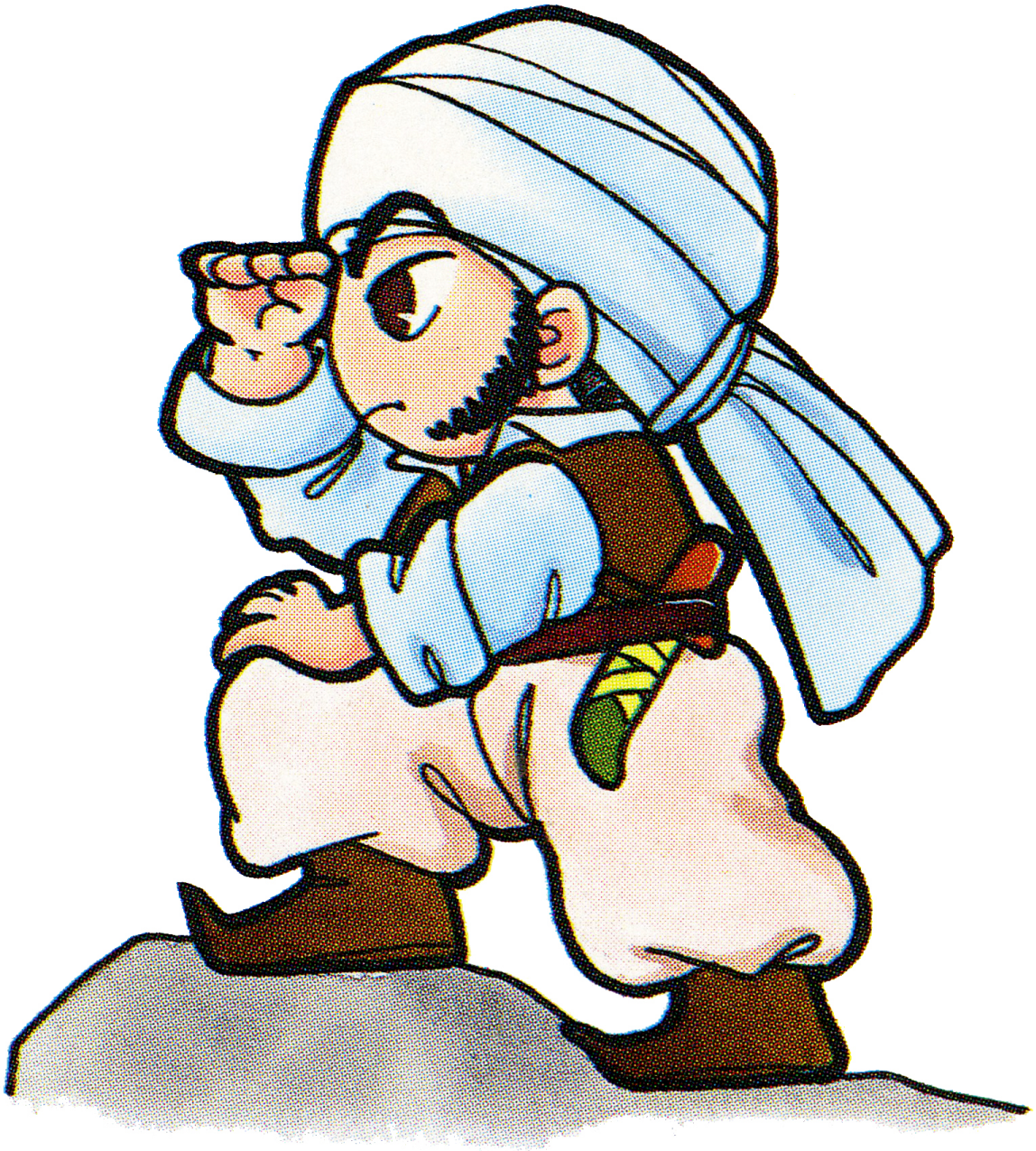
Gedous

PHYS ATK — PHYS DEF — MAG ATK +1 MAG DEF +1



Grimoire

Roll 1 die,
success steal on a ⚅ or lower.



Thief Hattatus

PHYS ATK +1 PHYS DEF +1 MAG ATK +1 MAG DEF +1

Hell Horse

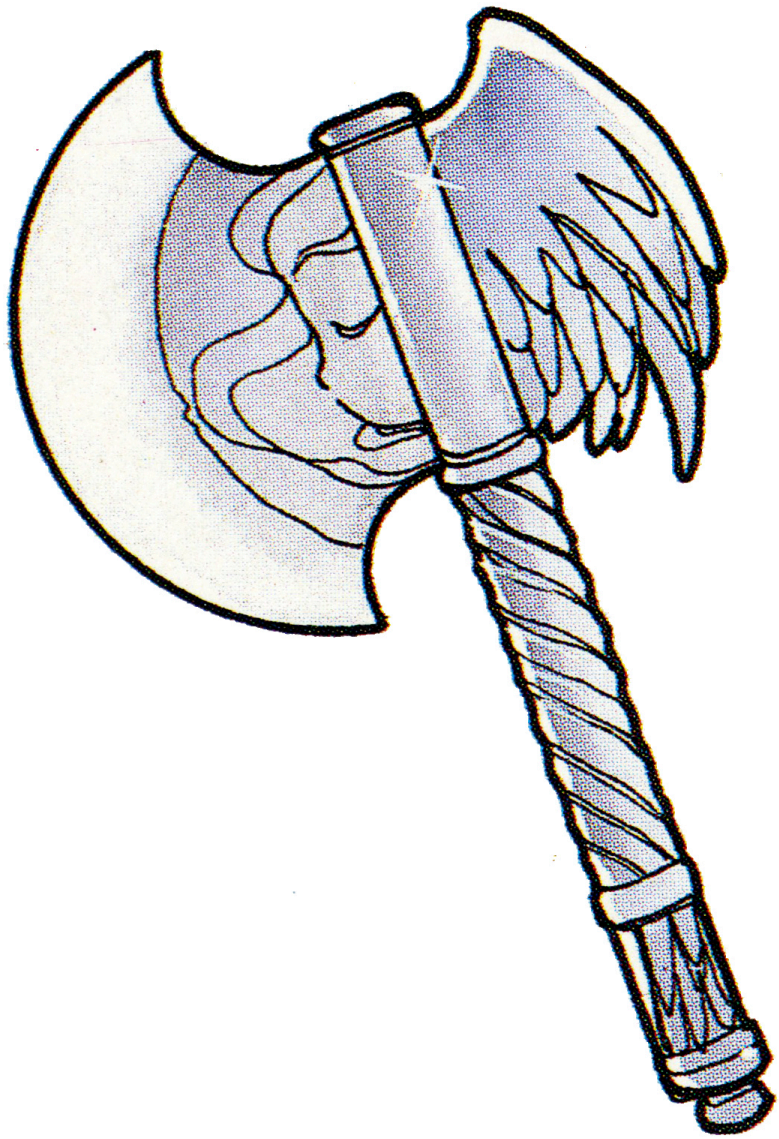
DARK SIDE

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1

Helm of Light

LIGHT SIDE

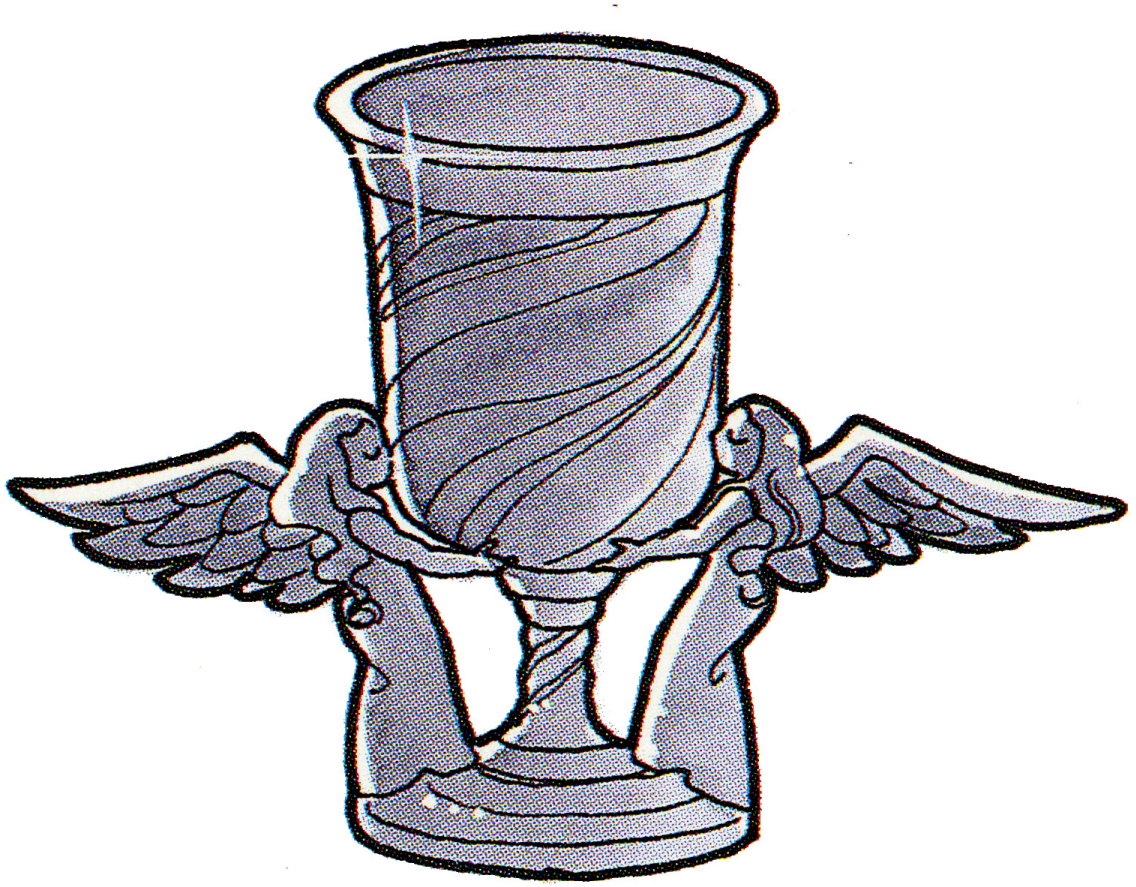
PHYS ATK +1 PHYS DEF — MAG ATK — MAG DEF +1



Holy Axe

LIGHT SIDE

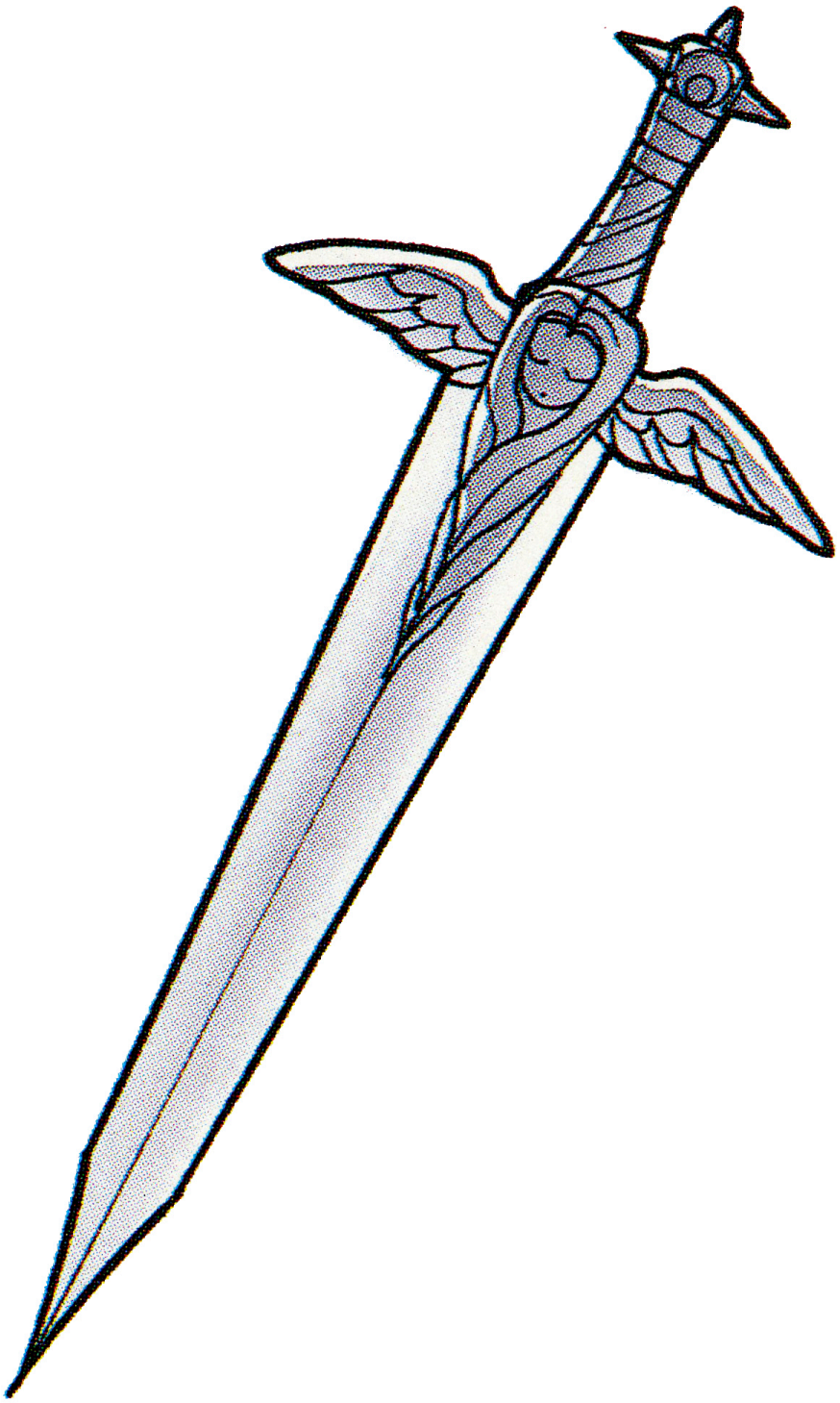
PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +2



Holy Cup

LIGHT SIDE

PHYS ATK +1 PHYS DEF +1 MAG ATK — MAG DEF +1



Holy Sword

LIGHT SIDE

PHYS ATK — PHYS DEF +1 MAG ATK +1 MAG DEF +1

Holy Wand

LIGHT SIDE

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +1

Humble Heart

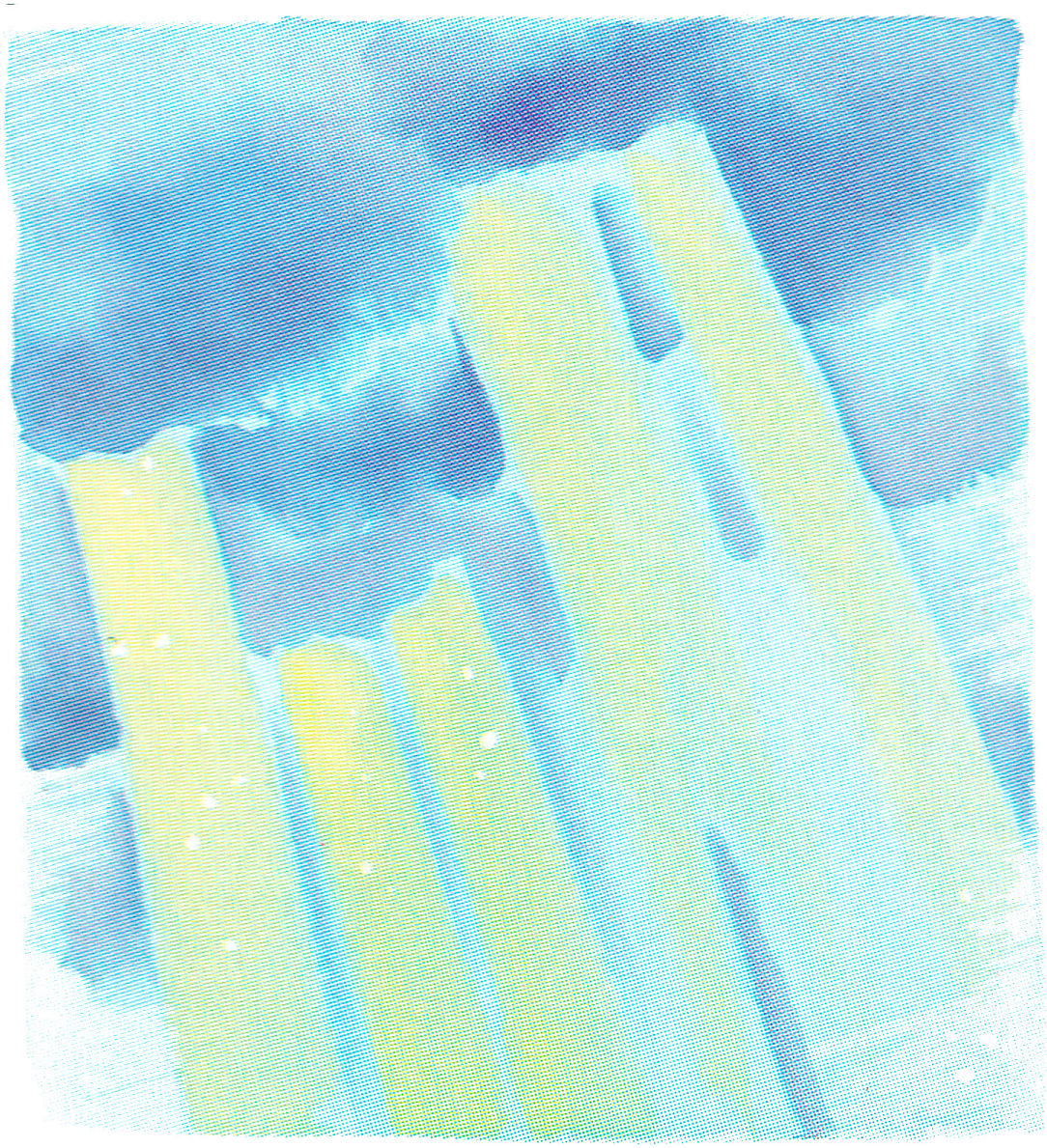
LIGHT SIDE

Roll 1 die,
success steal on a ⚂ or lower.

Thief Khan

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1

Substitute an item required for the trial



Light's Blessing

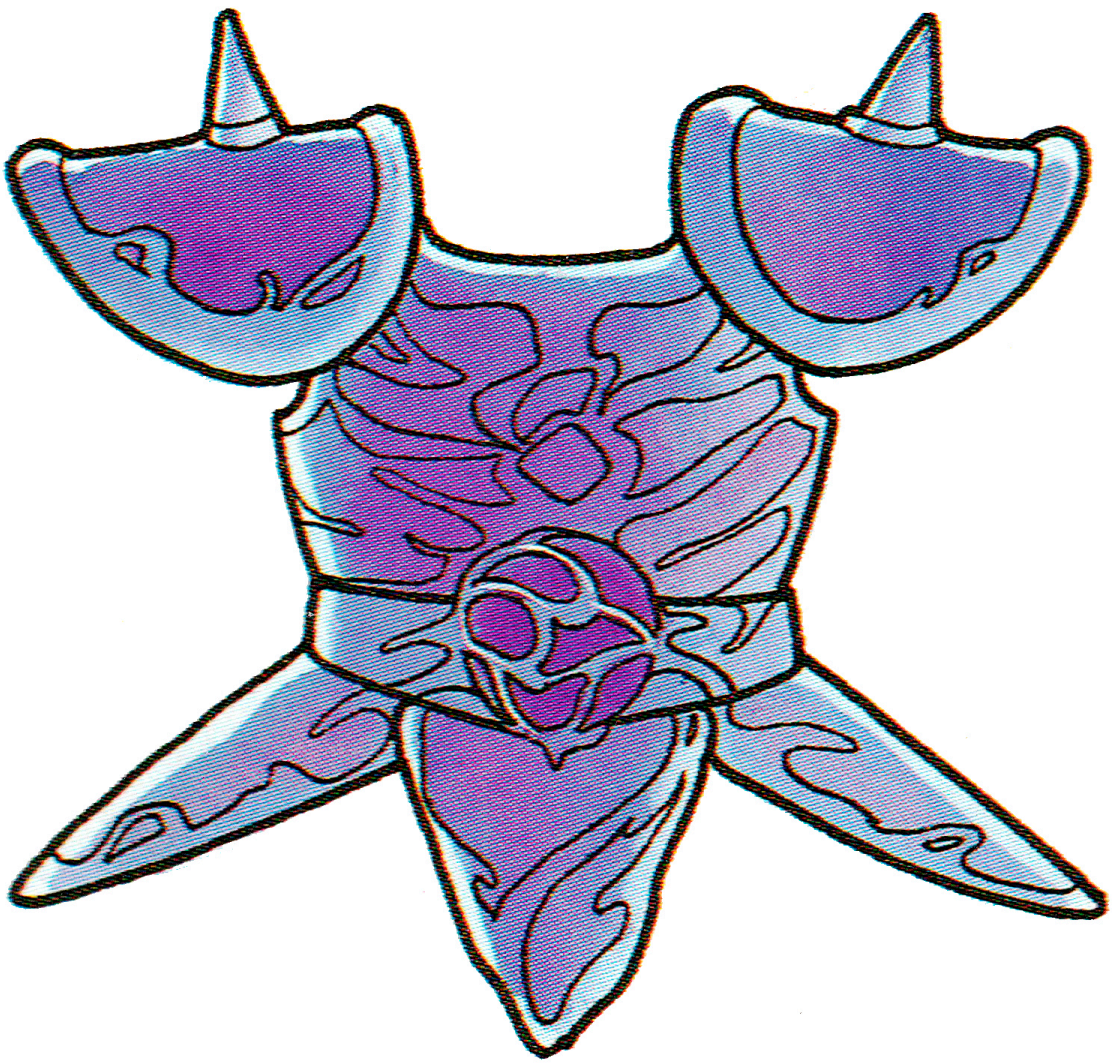
PHYS ATK — PHYS DEF 11 MAG ATK +3 MAG DEF 12

Mage Link

PHYS ATK — PHYS DEF 12 MAG ATK +4 MAG DEF 13

Mage Lufia

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1



Magic Armor

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF —

Substitute an item required for the trial

Magic Lamp

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF —

Substitute an item required for the trial

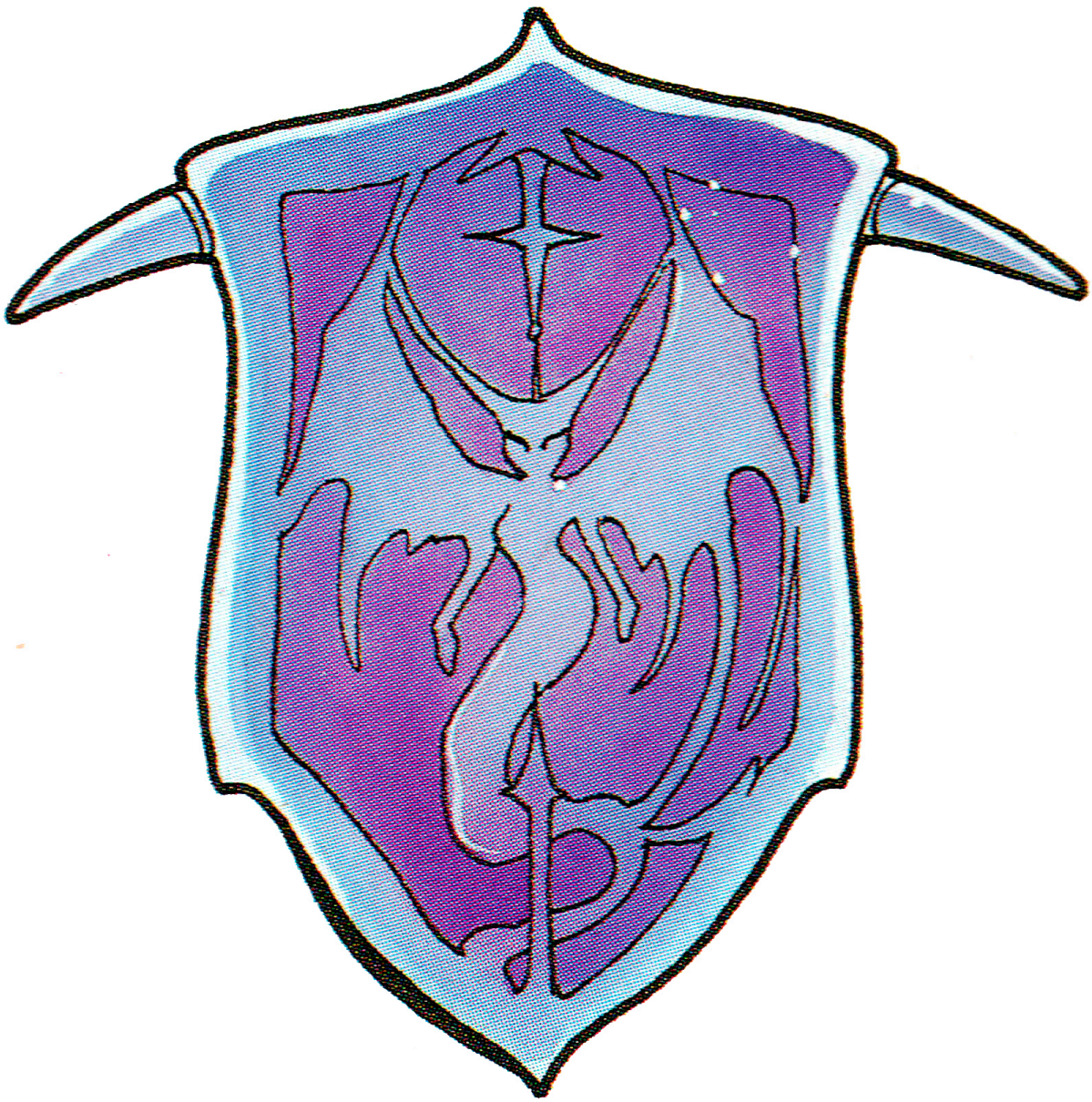
Magic Lamp

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF —

Substitute an item required for the trial

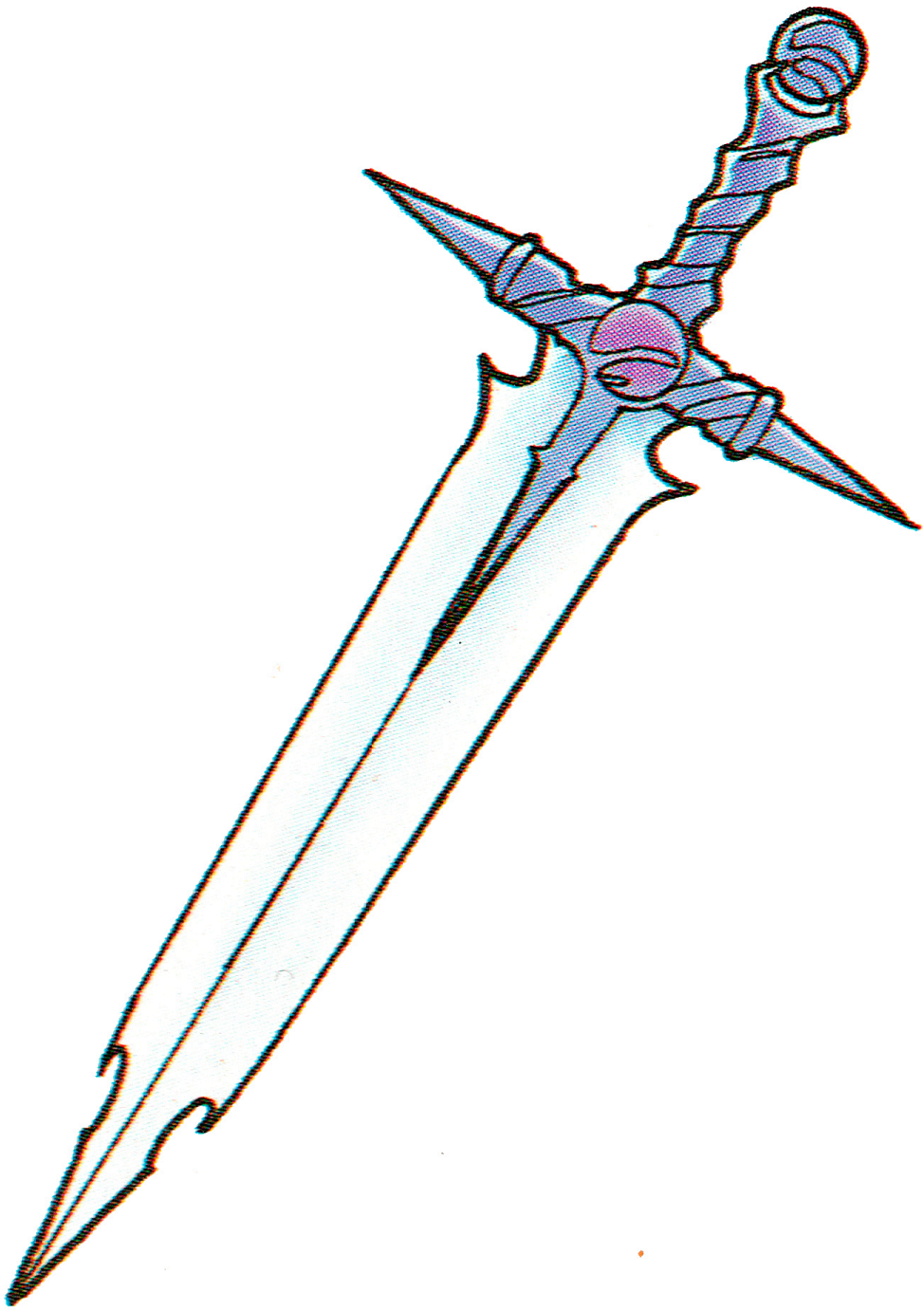
Magic Lamp

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1



Magic Shield

PHYS ATK +1 PHYS DEF +1 MAG ATK — MAG DEF +1



Magic Sword

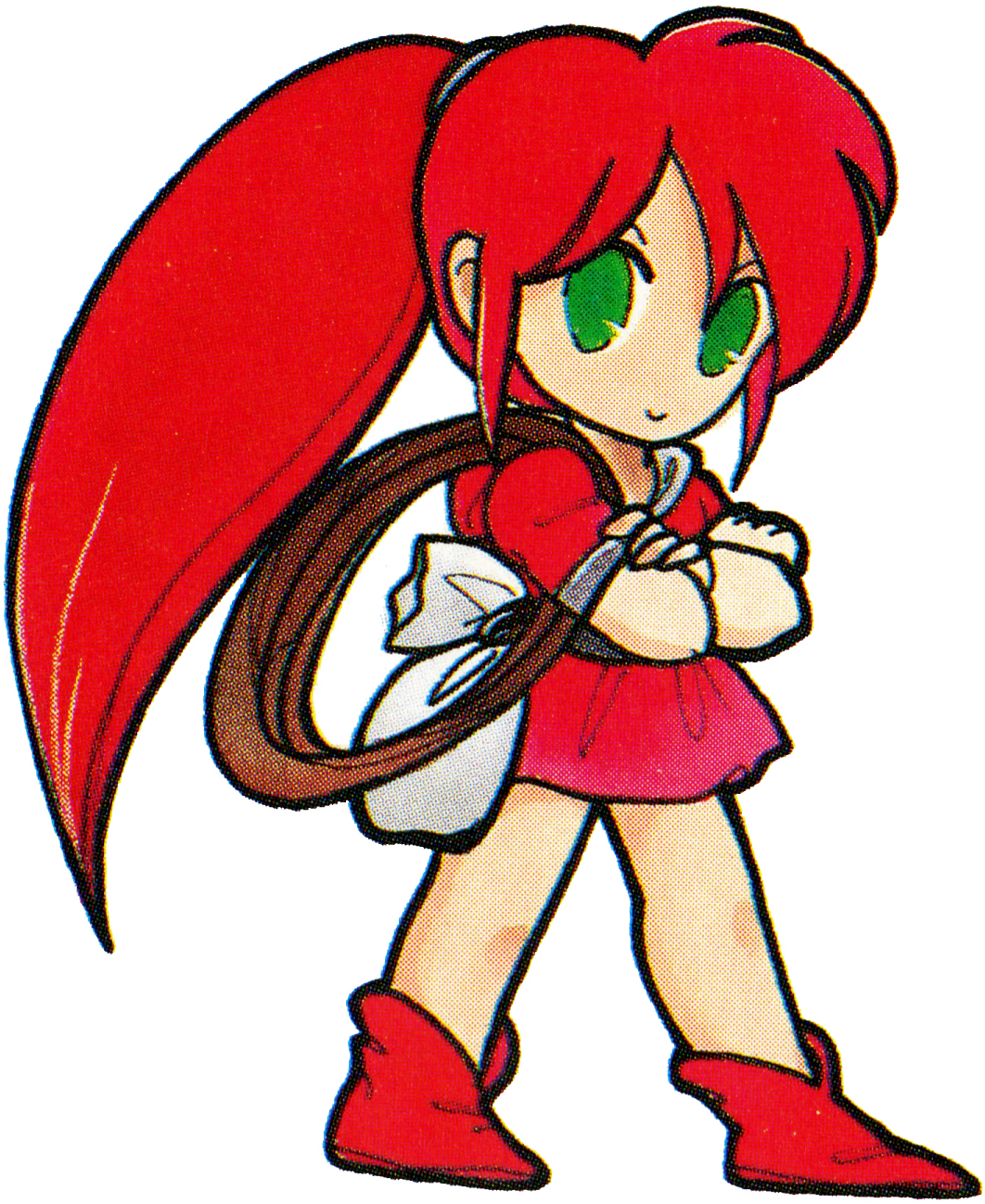
PHYS ATK — PHYS DEF — MAG ATK +1 MAG DEF +1

Magic Wand

Roll 1 die, steal a hero on a ⚀ or less

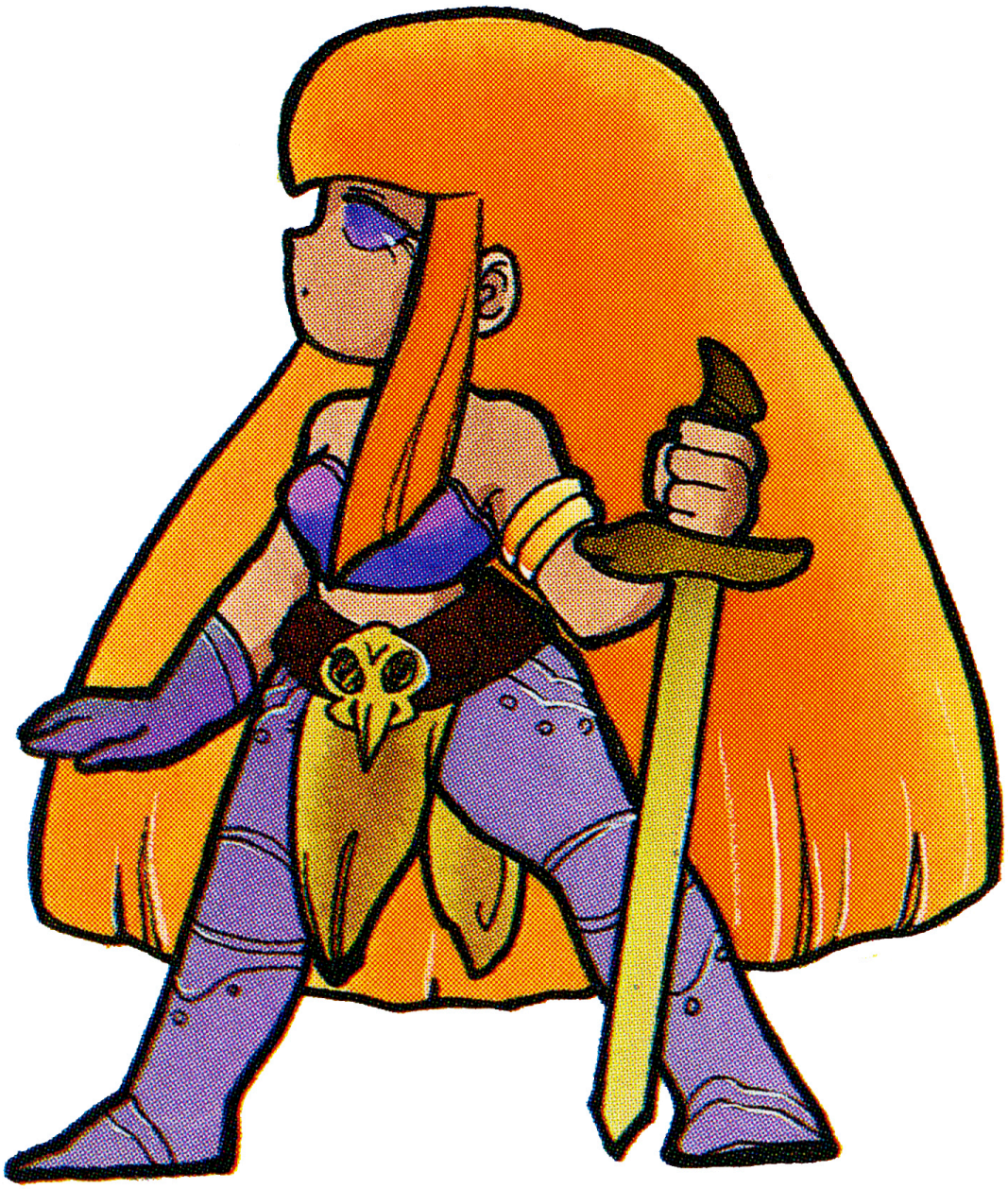
BARD **MARION**

Roll 1 die,
success steal on a ⚄ or lower.



Thief	Mary

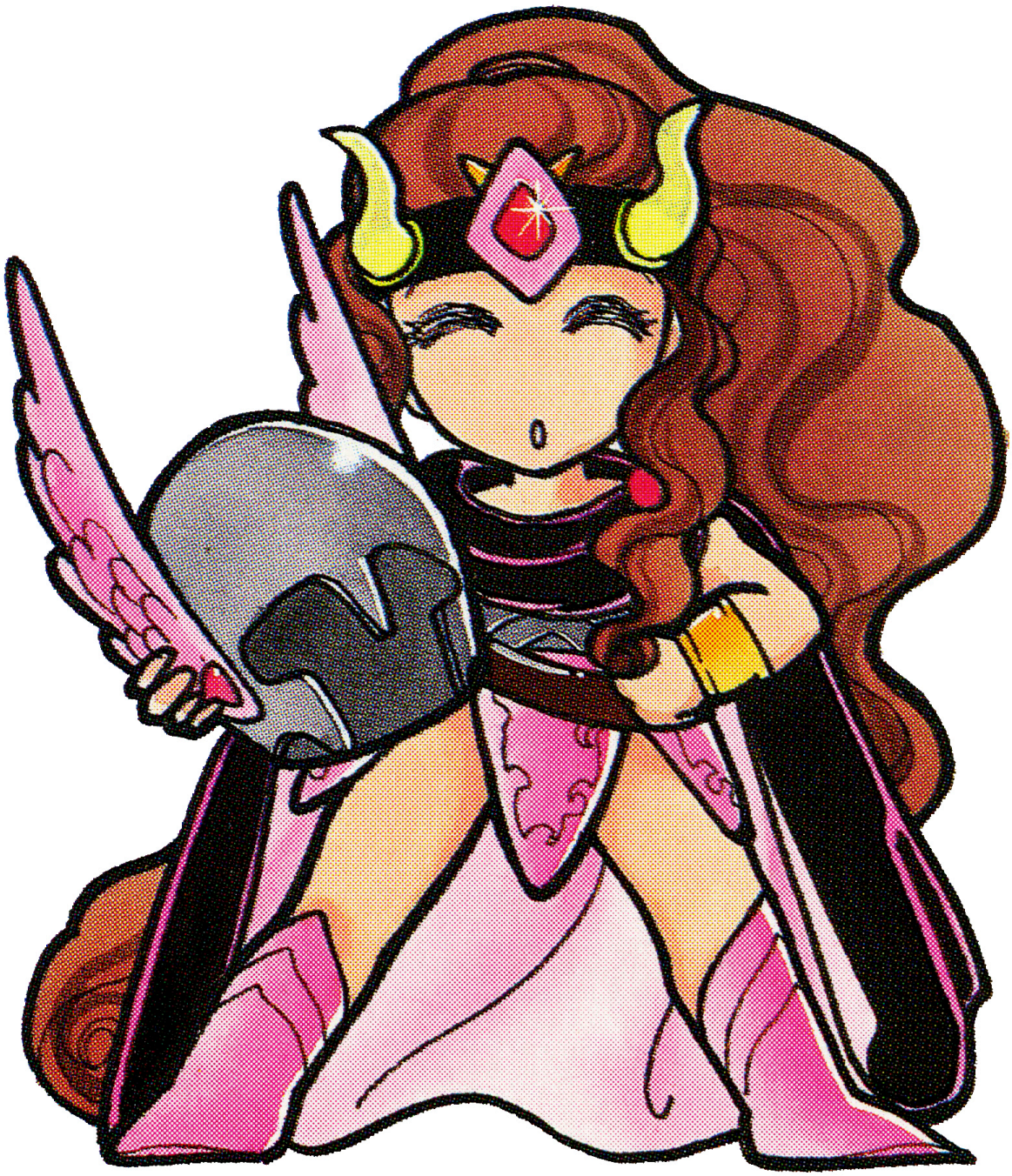
PHYS ATK +2 PHYS DEF 12 MAG ATK +1 MAG DEF 10



DARK KNIGHT

MENANDOZA

PHYS ATK +2 PHYS DEF 12 MAG ATK — MAG DEF 12



Hero Milliene

Roll 1 die,
success steal on a ⚄ or lower.

Thief Minyonne

PHYS ATK — PHYS DEF 12 MAG ATK +4 MAG DEF 13

DARK MAGE

MONDOR

PHYS ATK +2 PHYS DEF 12 MAG ATK +1 MAG DEF 13

Elf Nada

PHYS ATK +4 PHYS DEF 14 MAG ATK +3 MAG DEF 14

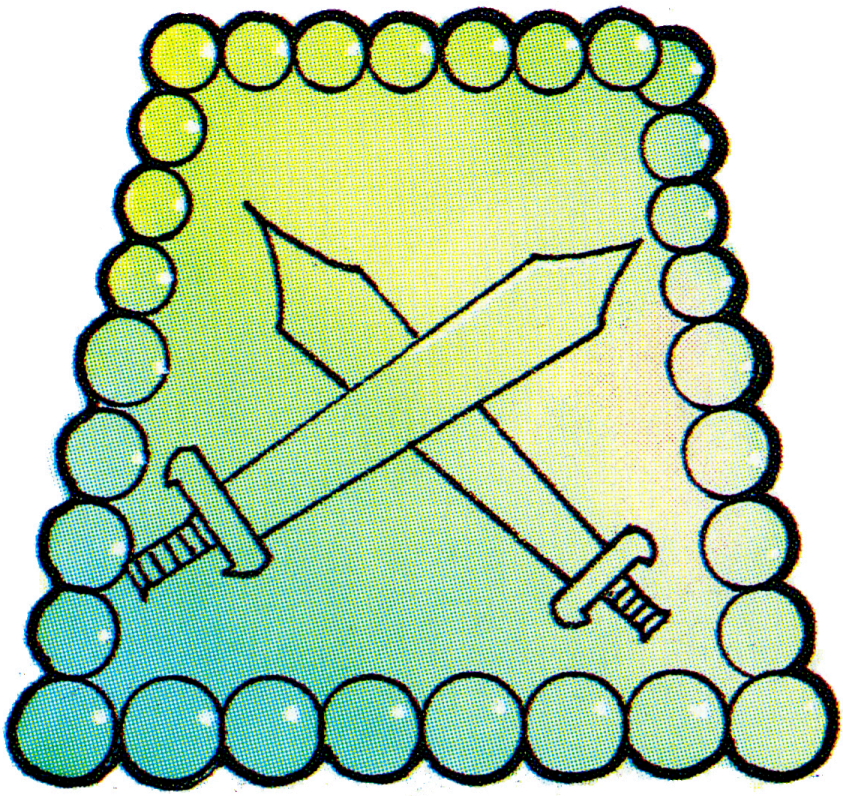
Great Dark Knight

Neferuda

PHYS ATK +4 PHYS DEF 14 MAG ATK — MAG DEF 11

Dwarf Nimlem

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +1



Pearl Amulet

Time of Prophecy (OPEN)

A two-headed sea dragon appeared in the northern sea

Draw an additional Book of Prophecy card, keep one

Time of Prophecy (OPEN)

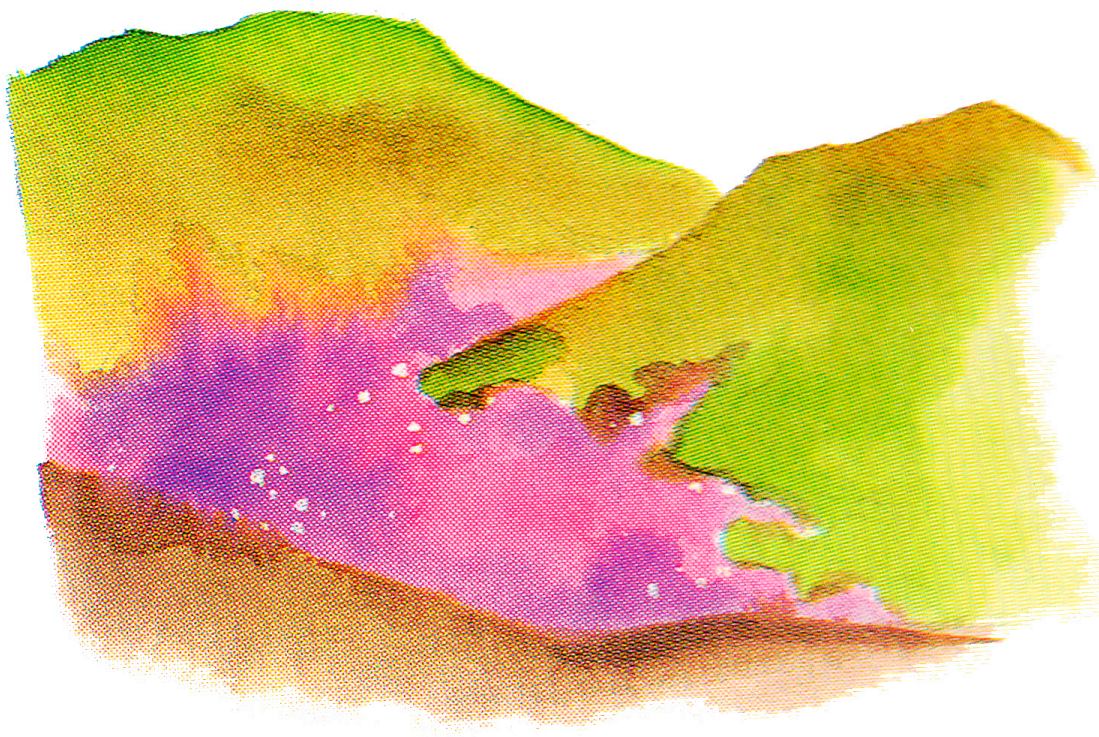
Bombeeto Volcano erupt in flames

Draw an additional Book of Prophecy card, keep one

Time of Prophecy (OPEN)

The forest of Alleggia blooms with red flowers

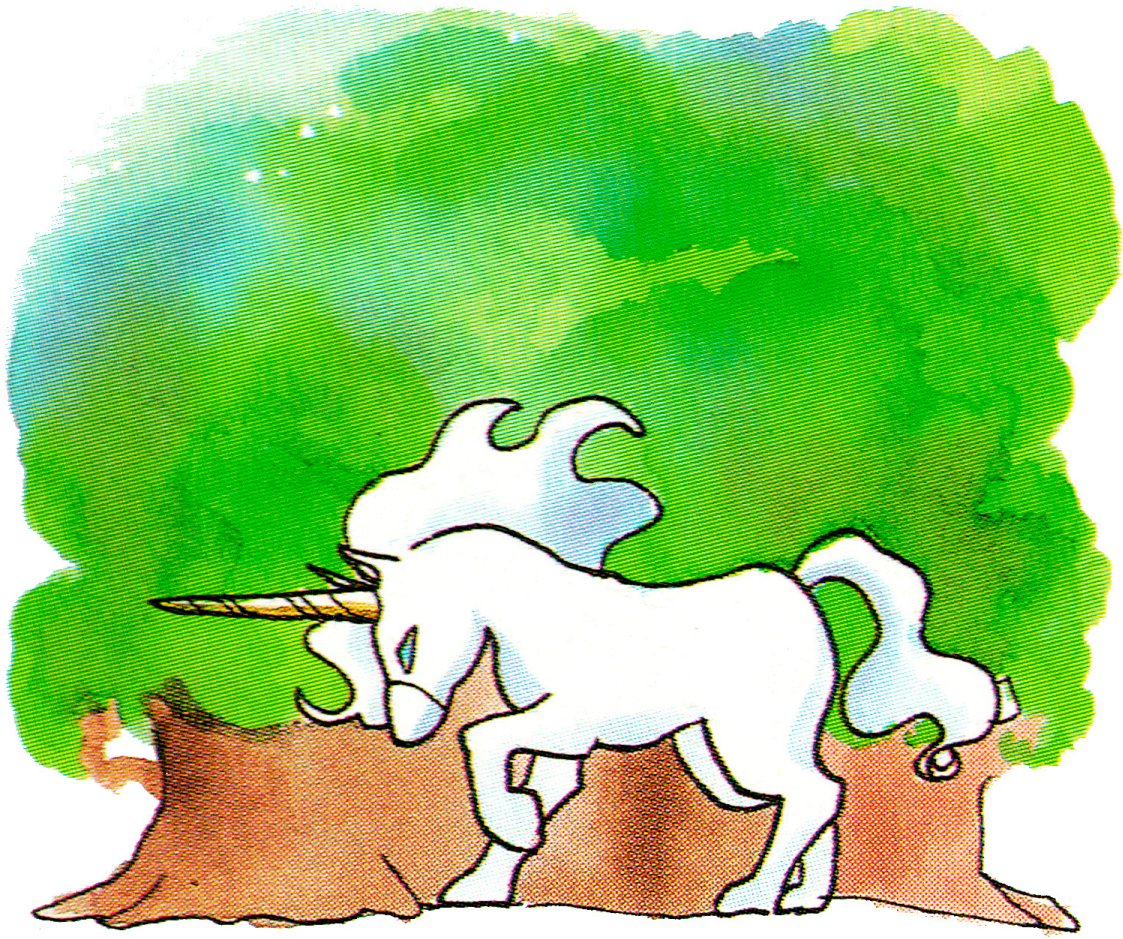
Draw an additional Book of Prophecy card, keep one



Time of Prophecy (OPEN)

A unicorn appeared in the forest of Danshinein

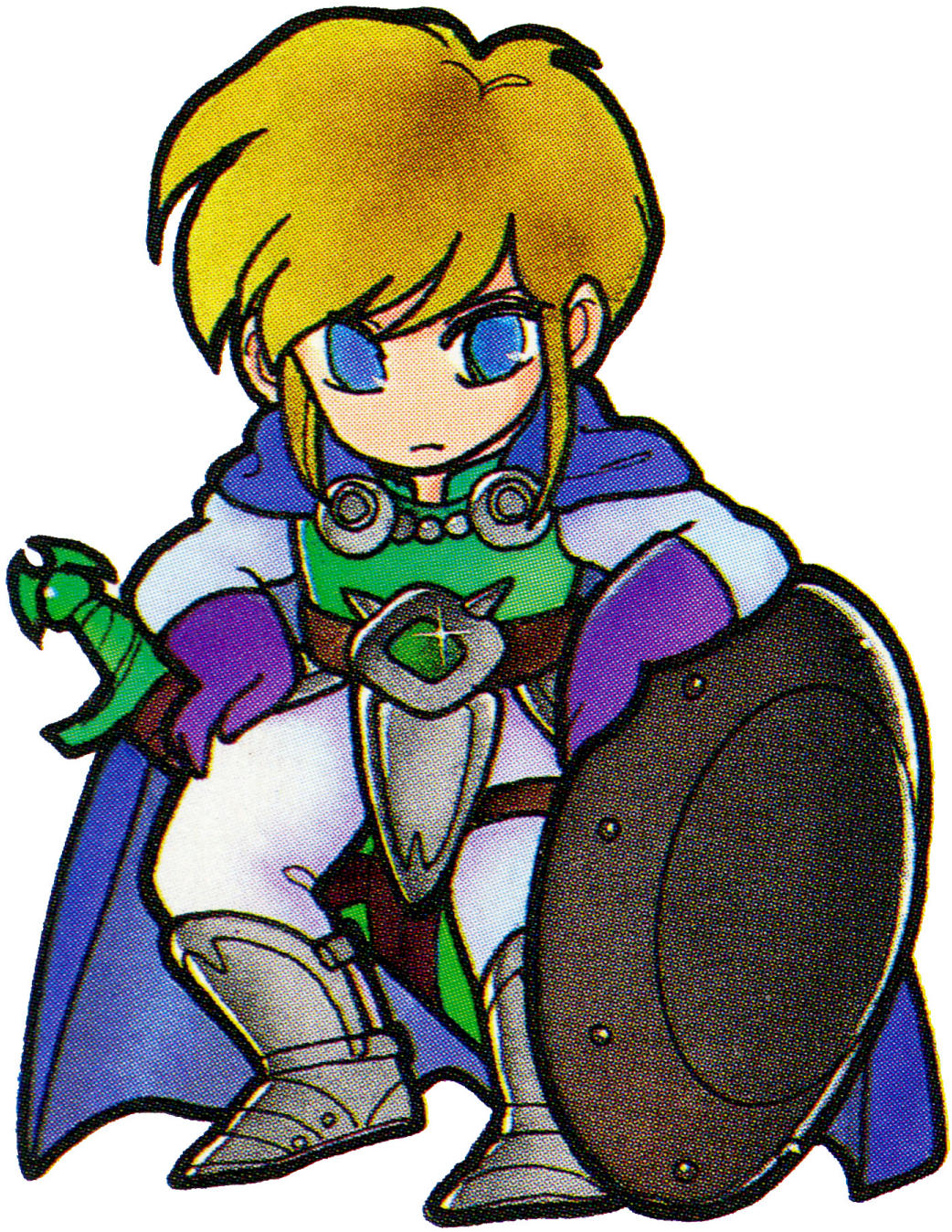
Draw an additional Book of Prophecy card, keep one



PHYS ATK +3 PHYS DEF 12 MAG ATK — MAG DEF 11

HERO RACOONA

PHYS ATK +3 PHYS DEF 13 MAG ATK — MAG DEF 11



Hero Raffles

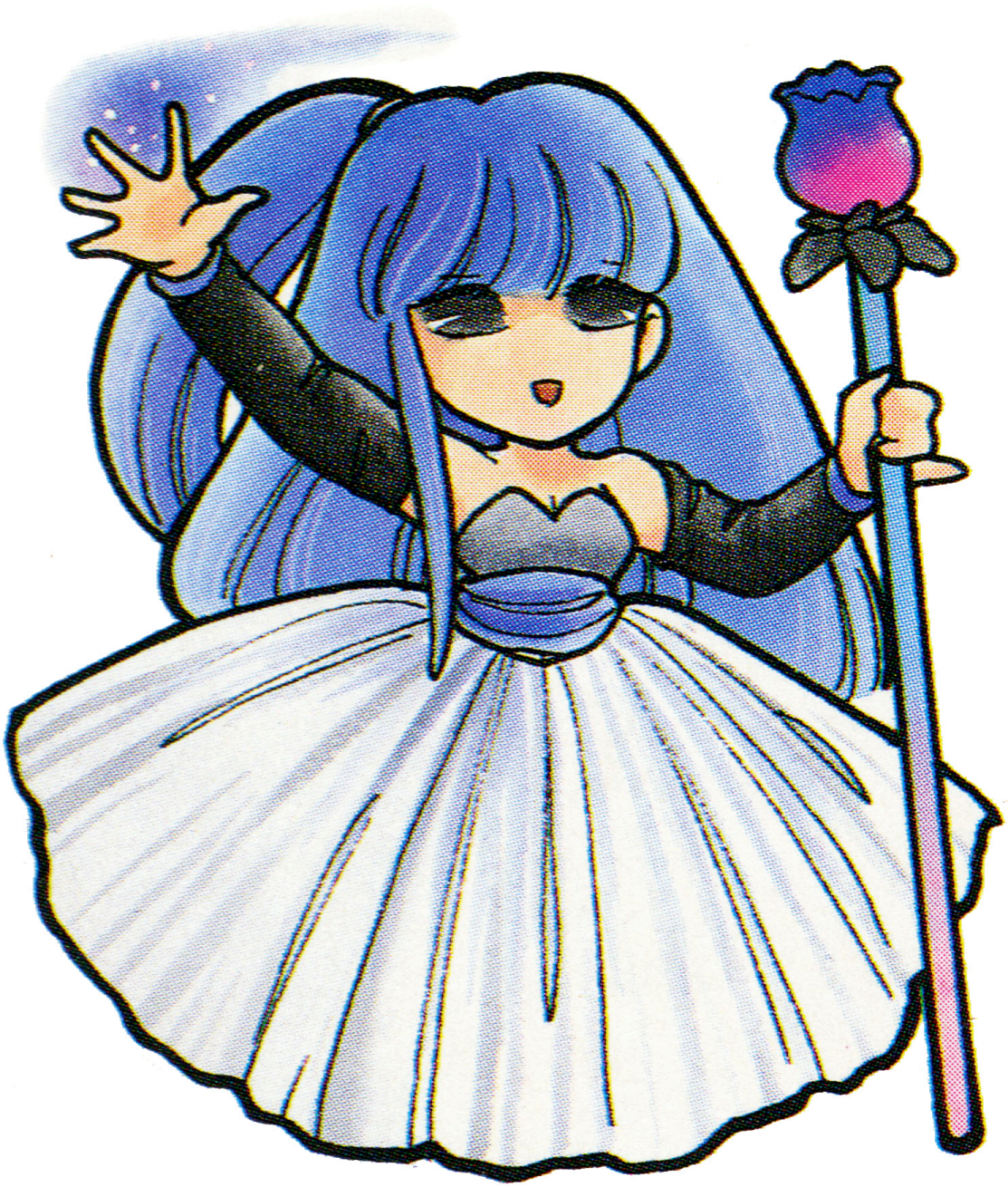
PHYS ATK — PHYS DEF -1 MAG ATK — MAG DEF -1

Roland's Princess

PHYS ATK +2 PHYS DEF 13 MAG ATK +2 MAG DEF 12

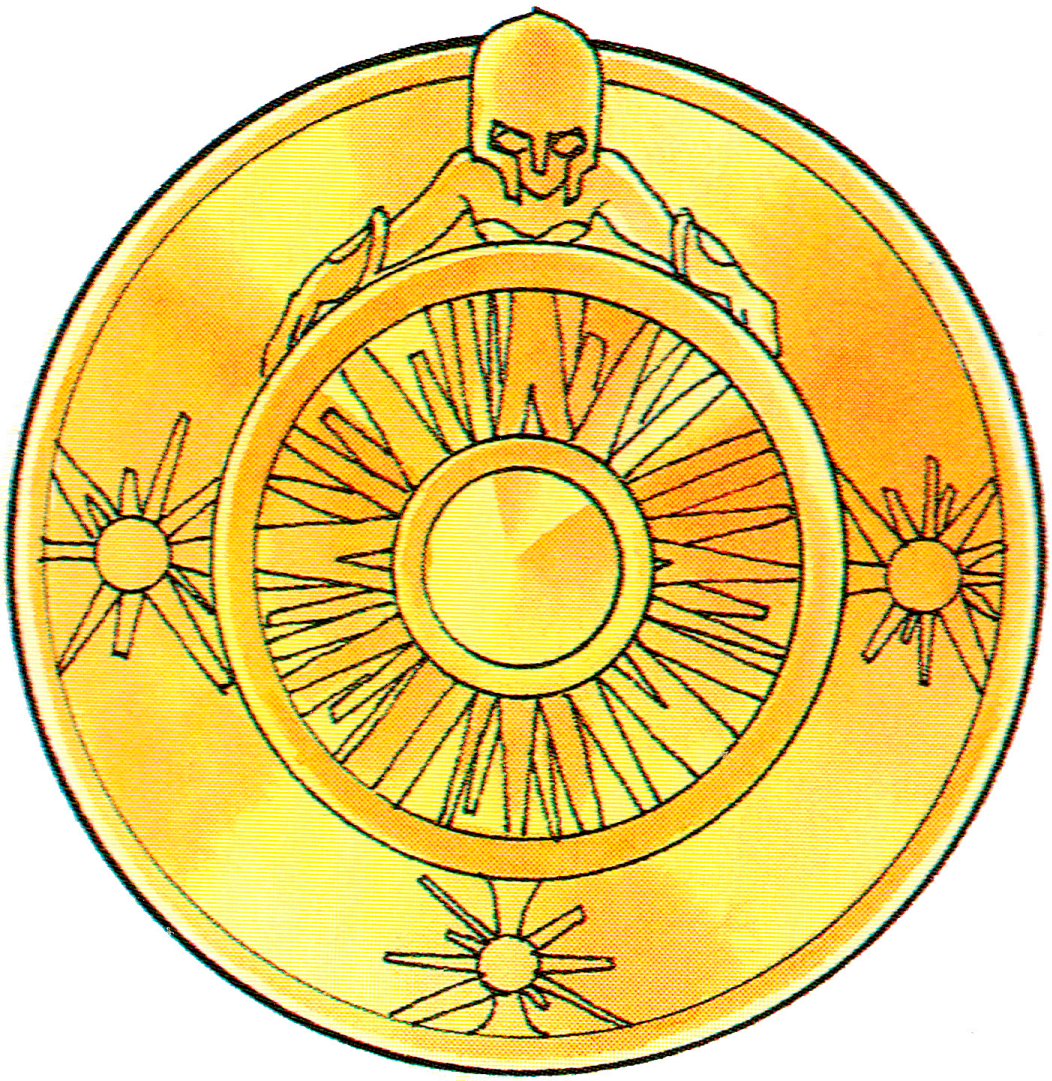
Elf Salla

PHYS ATK — PHYS DEF 11 MAG ATK +2 MAG DEF 13



Mage Sheffield

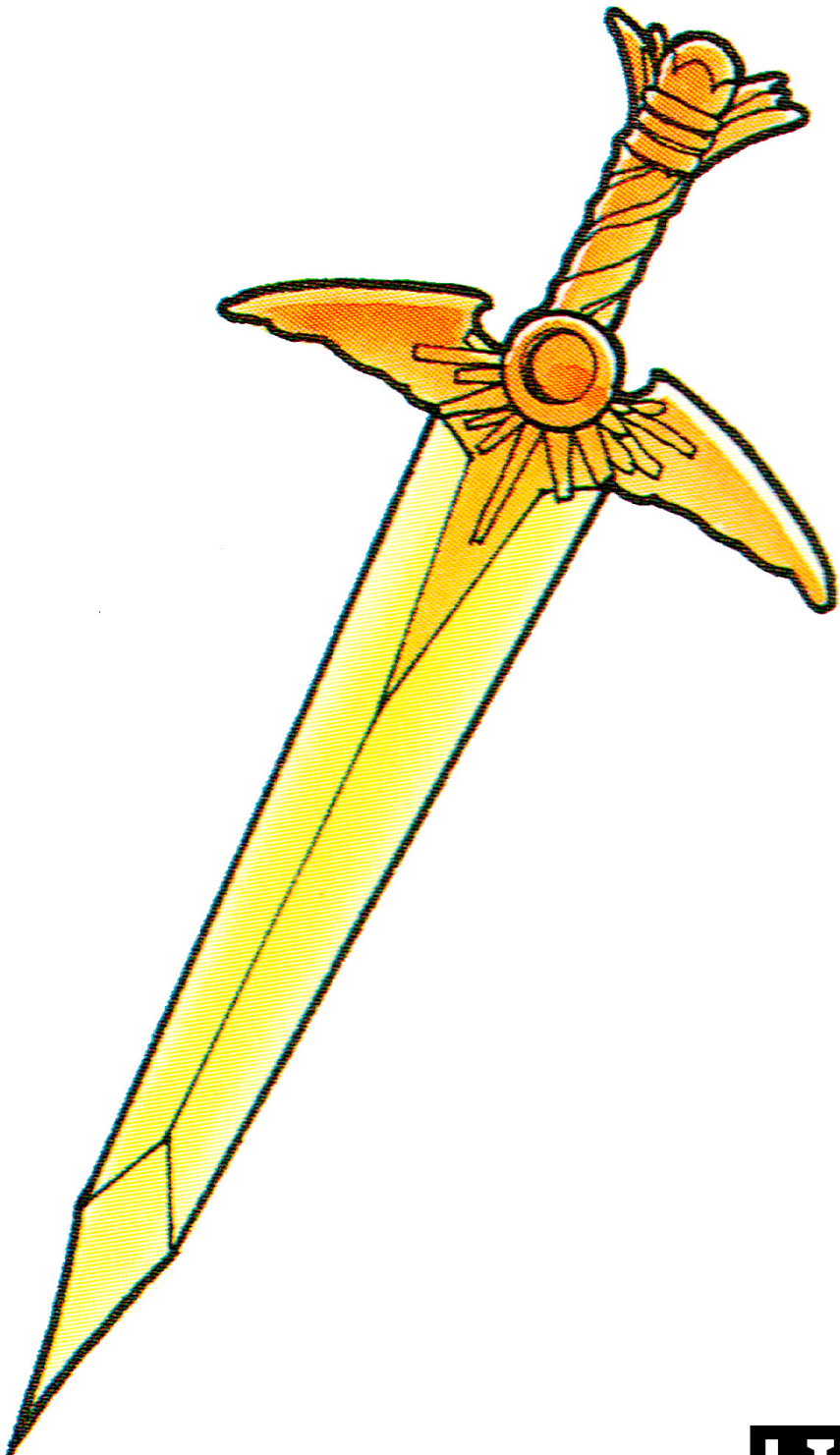
PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1



Shield of Light

LIGHT SIDE

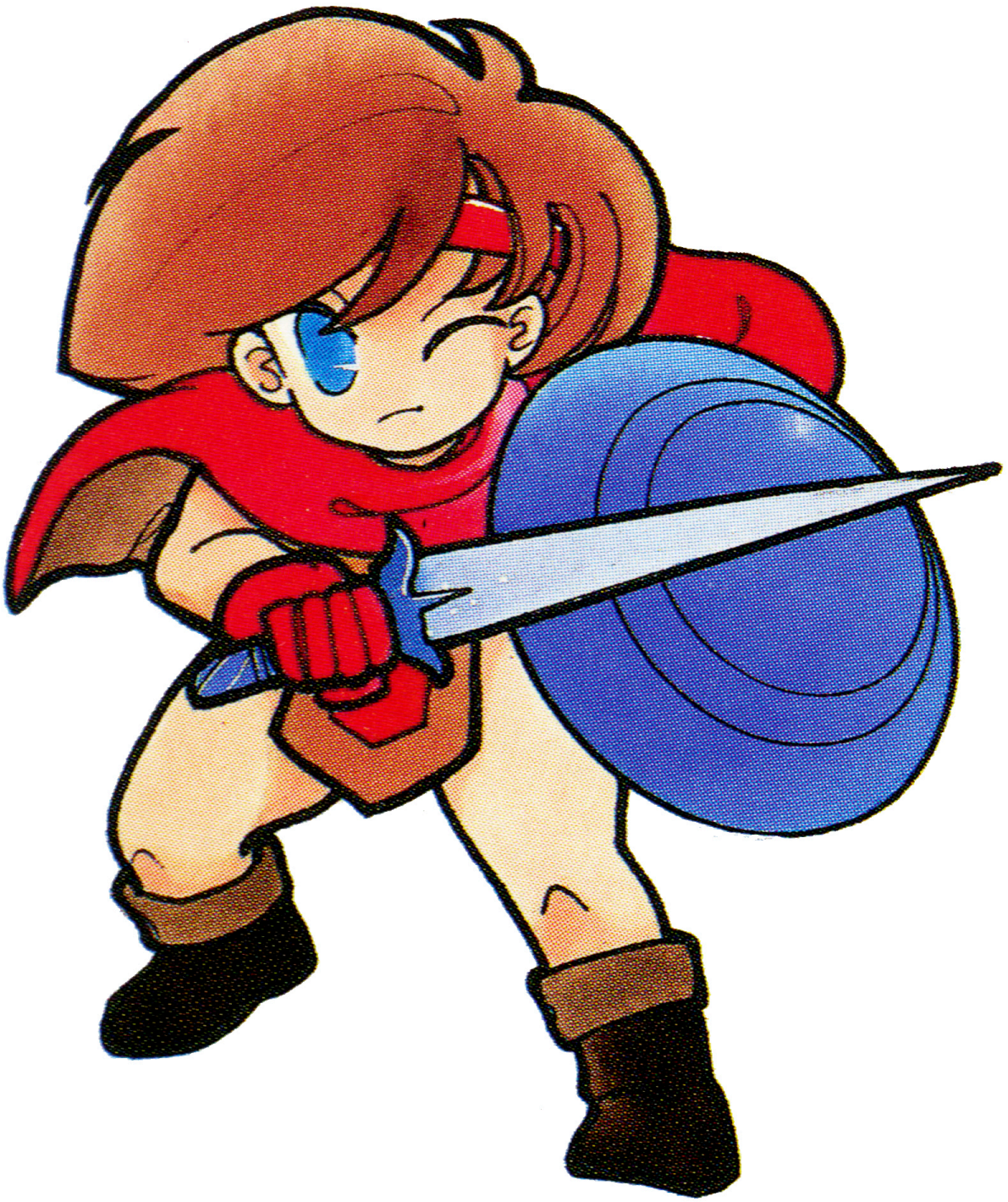
PHYS ATK +2 | PHYS DEF — | MAG ATK — | MAG DEF —



Sword of Light

LIGHT SIDE

PHYS ATK +4 PHYS DEF 14 MAG ATK — MAG DEF 12



Hero Tamroan

PHYS ATK +2 PHYS DEF 11 MAG ATK — MAG DEF 11

Hero Titina

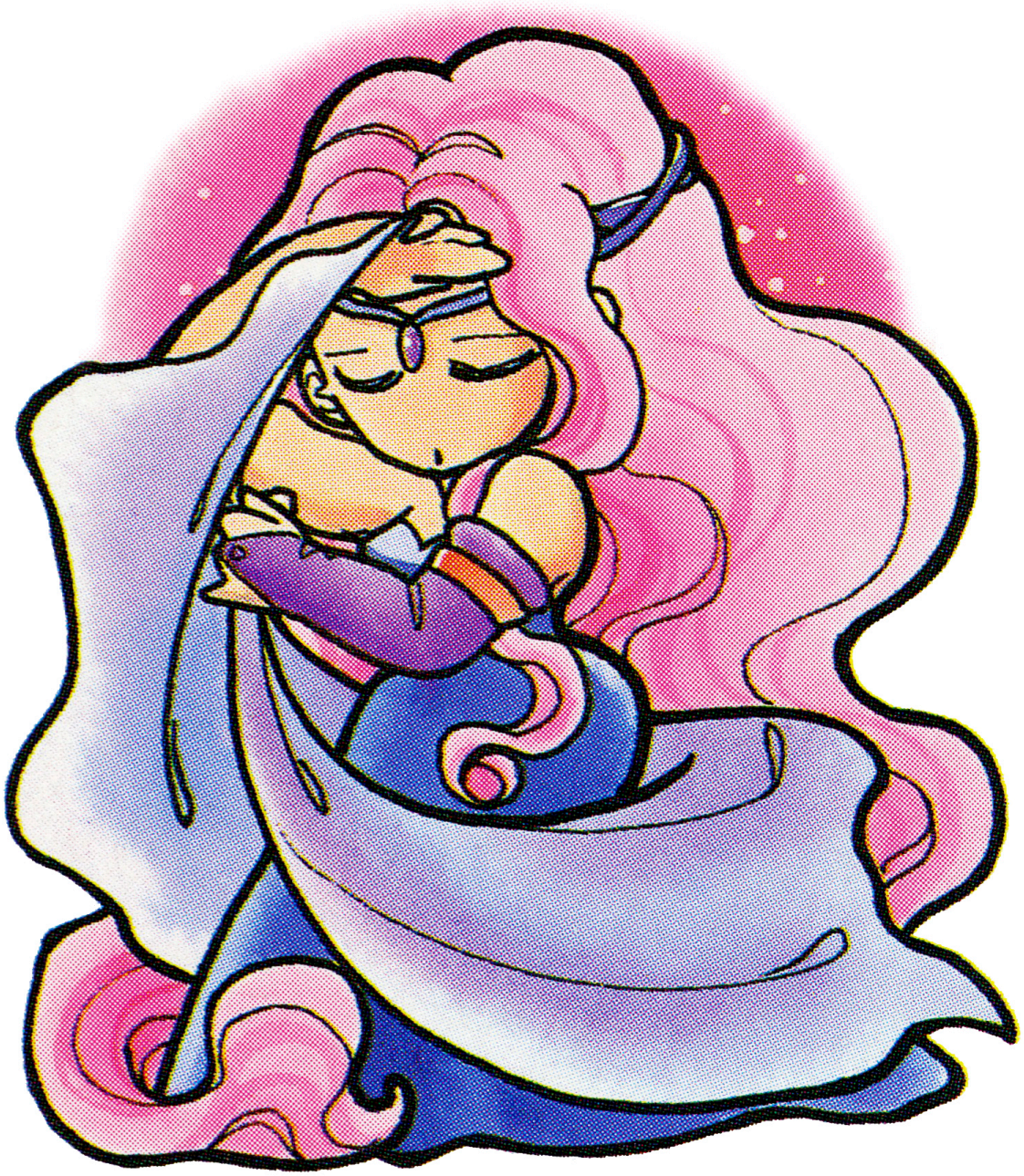
PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1

TREE SPELL

PHYS ATK — PHYS DEF +1 MAG ATK — MAG DEF +1

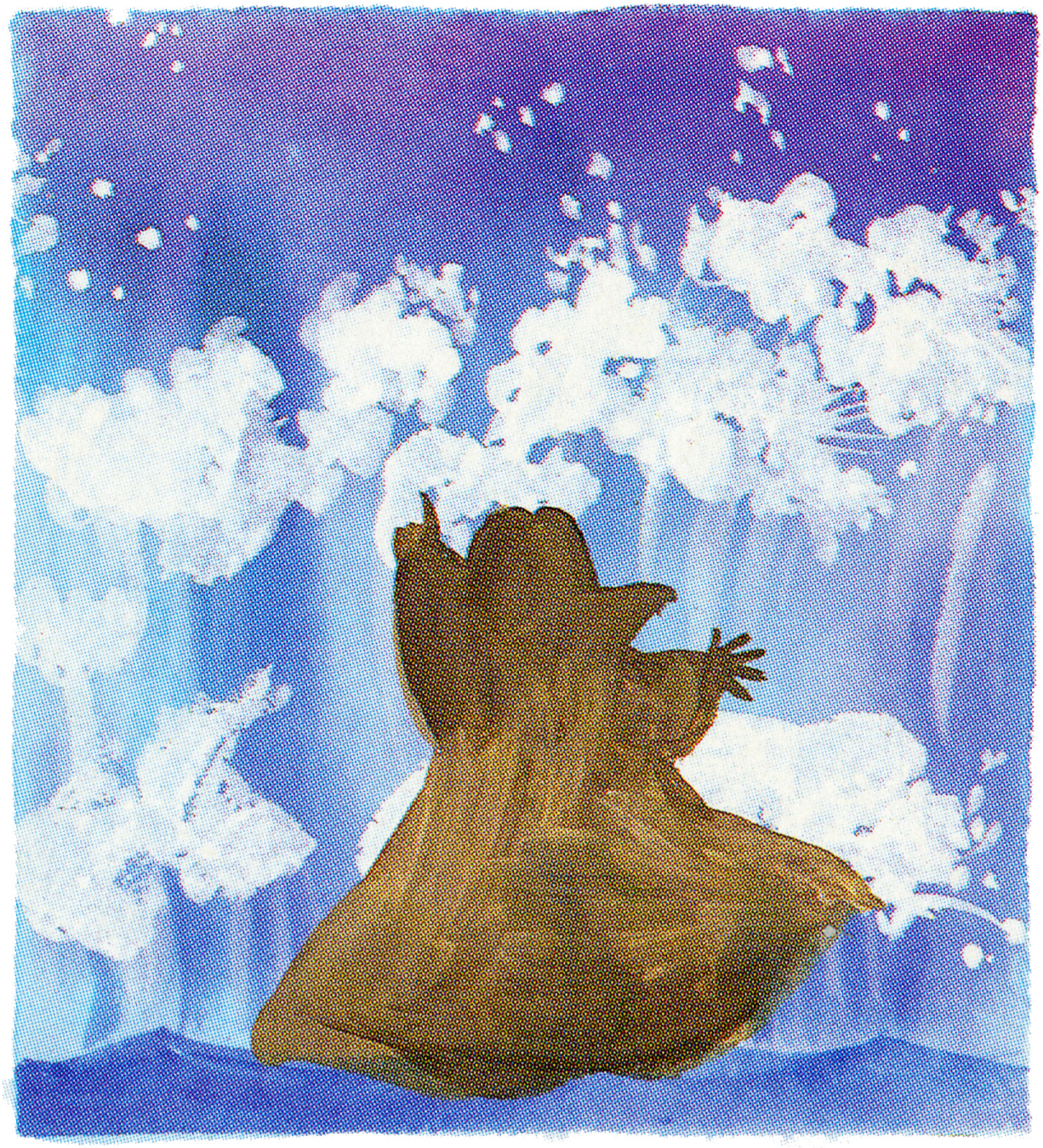
TREE SPELL

PHYS ATK — PHYS DEF 11 MAG ATK +3 MAG DEF 13



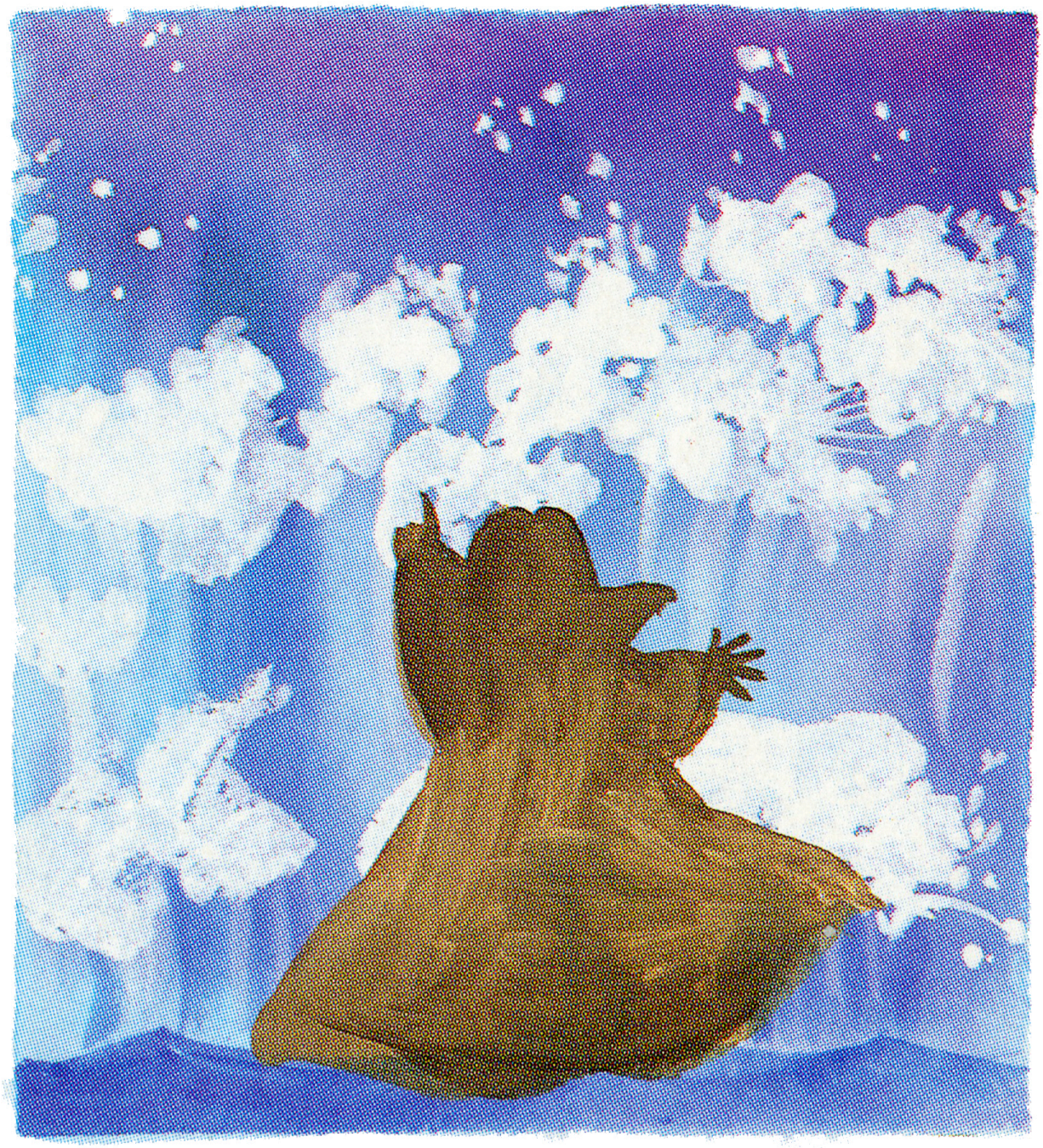
Mage Vishnus

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +2



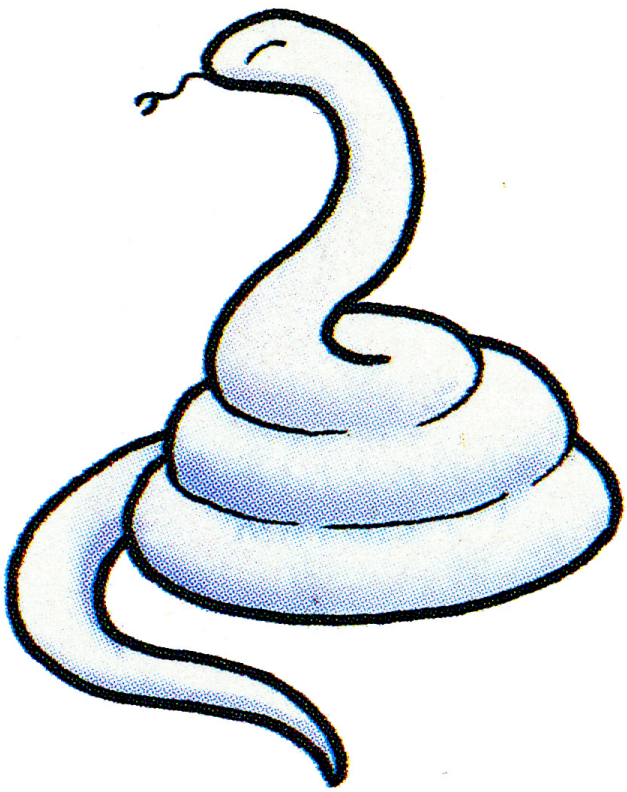
Water Spell

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +2



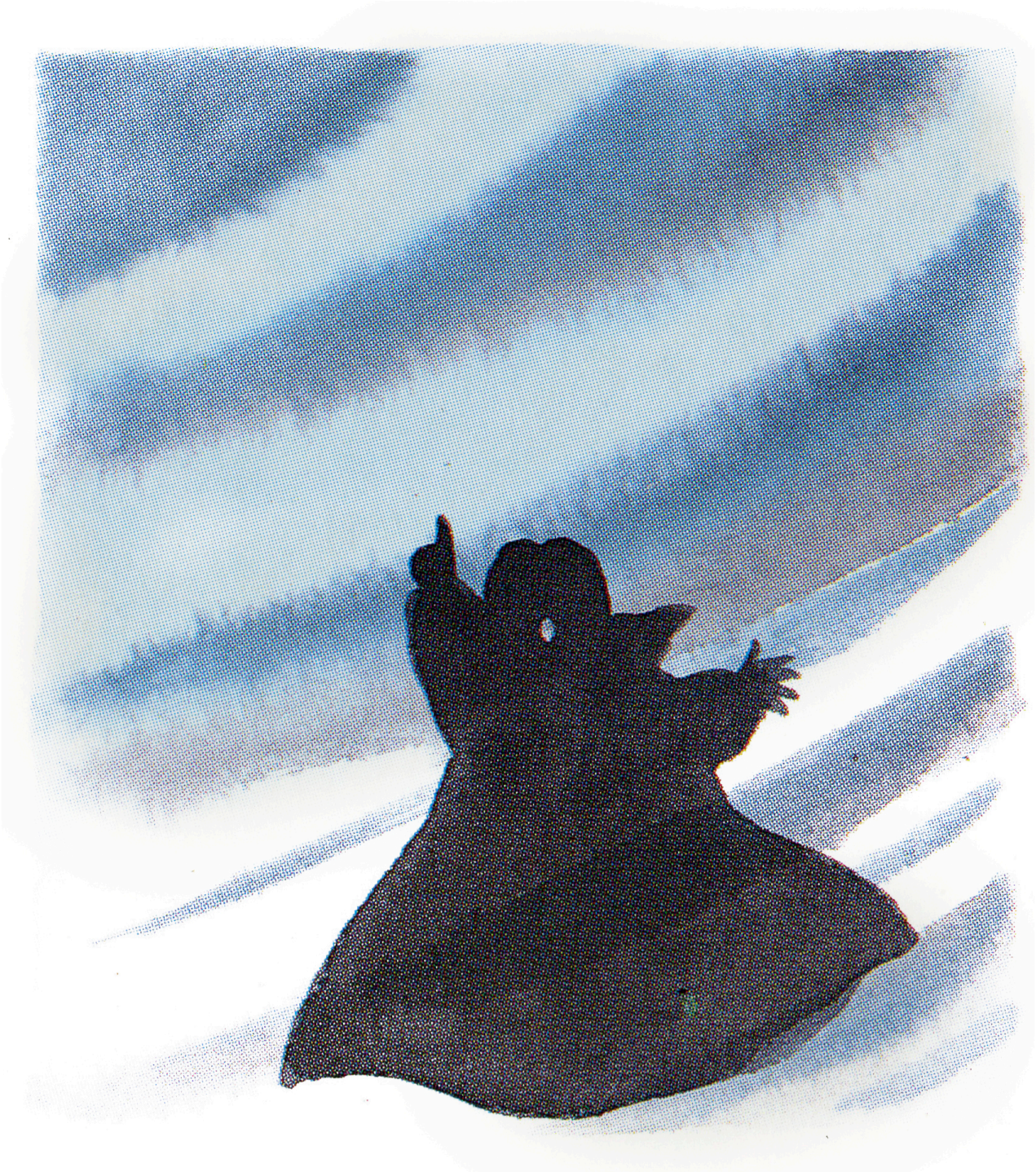
Water Spell

PHYS ATK — PHYS DEF — MAG ATK — MAG DEF +1



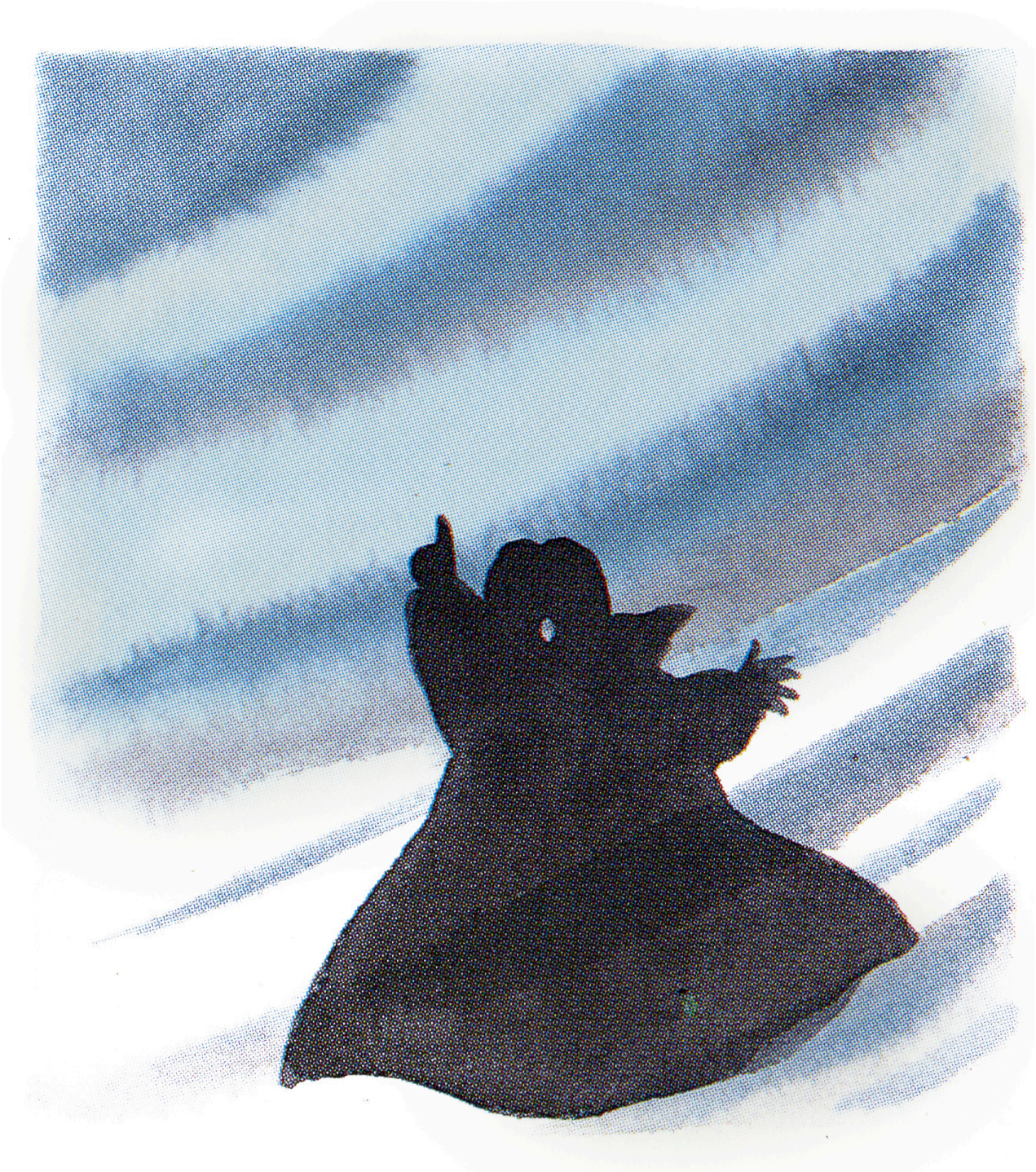
White Snake

PHYS ATK — | PHYS DEF +1 | MAG ATK +1 | MAG DEF —



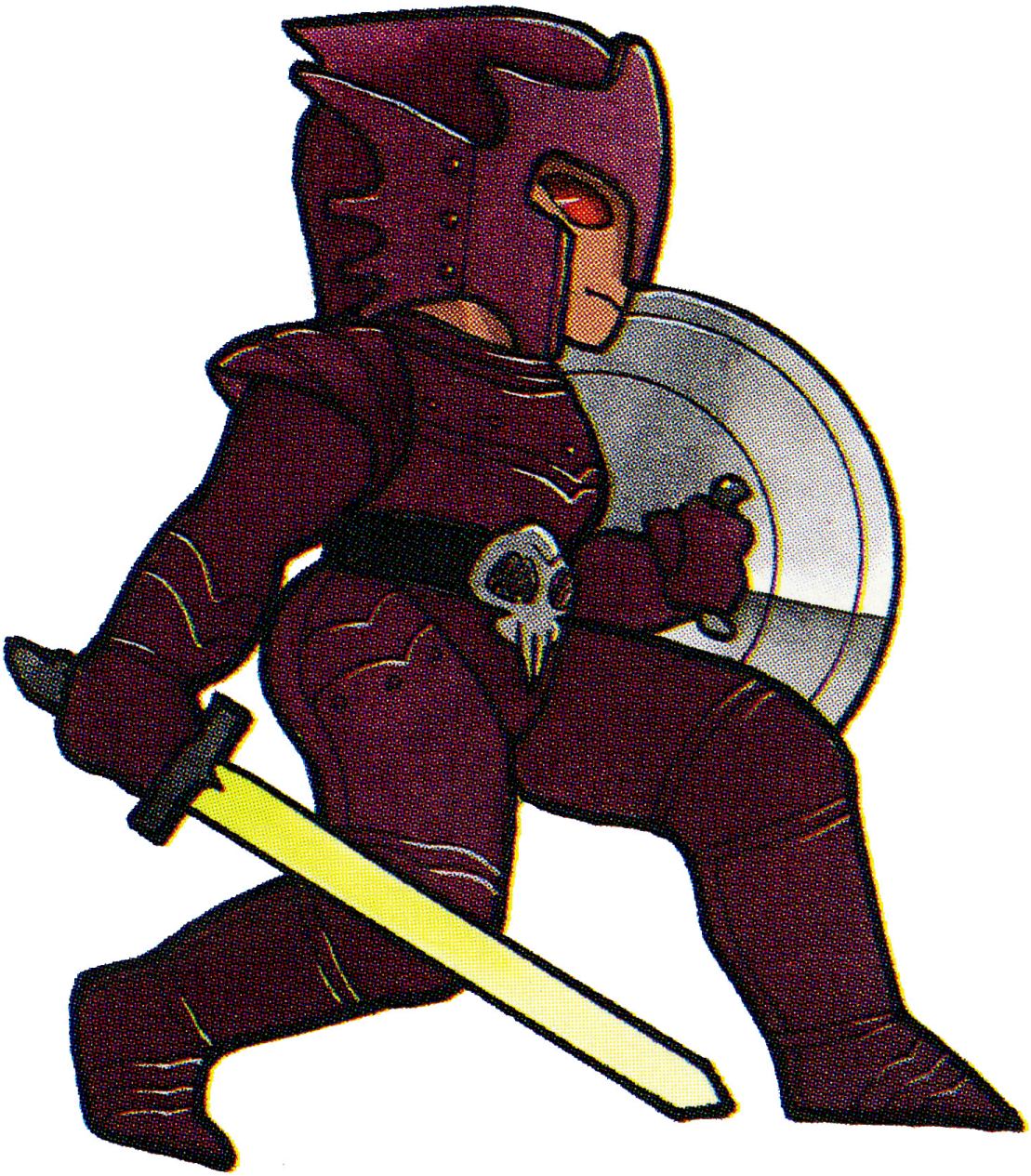
Wind Spell

PHYS ATK — | PHYS DEF +1 | MAG ATK +1 | MAG DEF —



Wind Spell

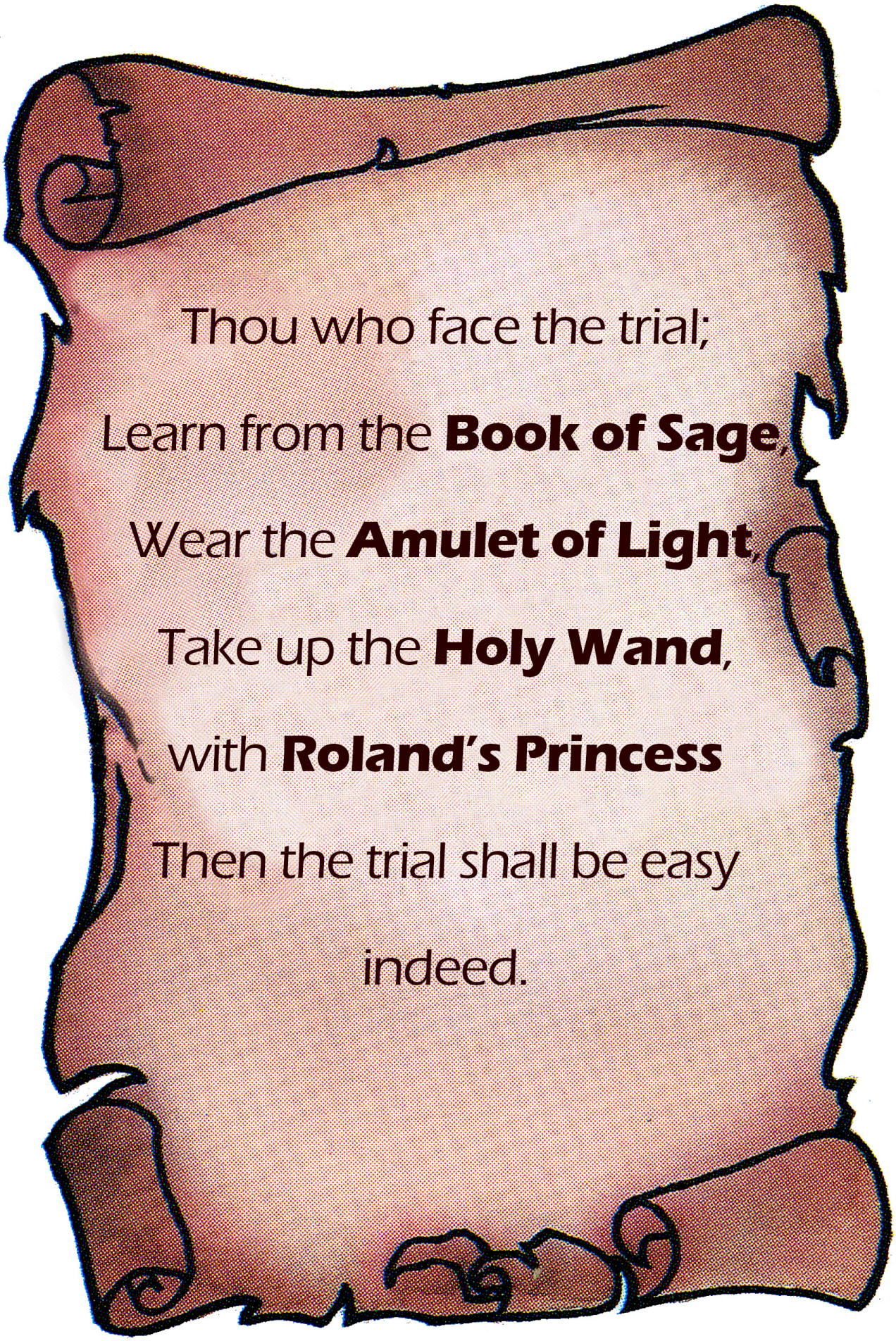
PHYS ATK +2 PHYS DEF 13 MAG ATK — MAG DEF 12



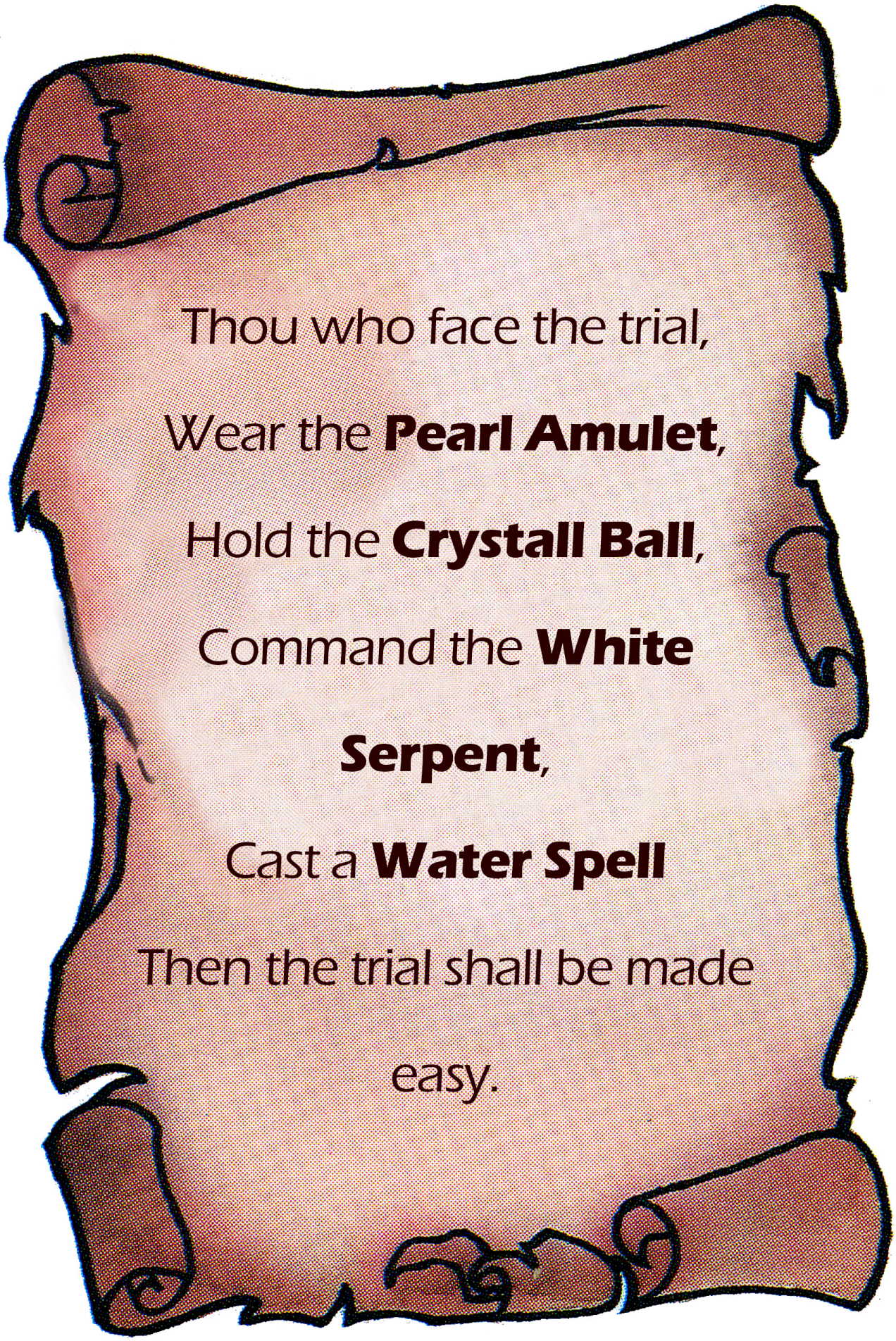
Dark Knight

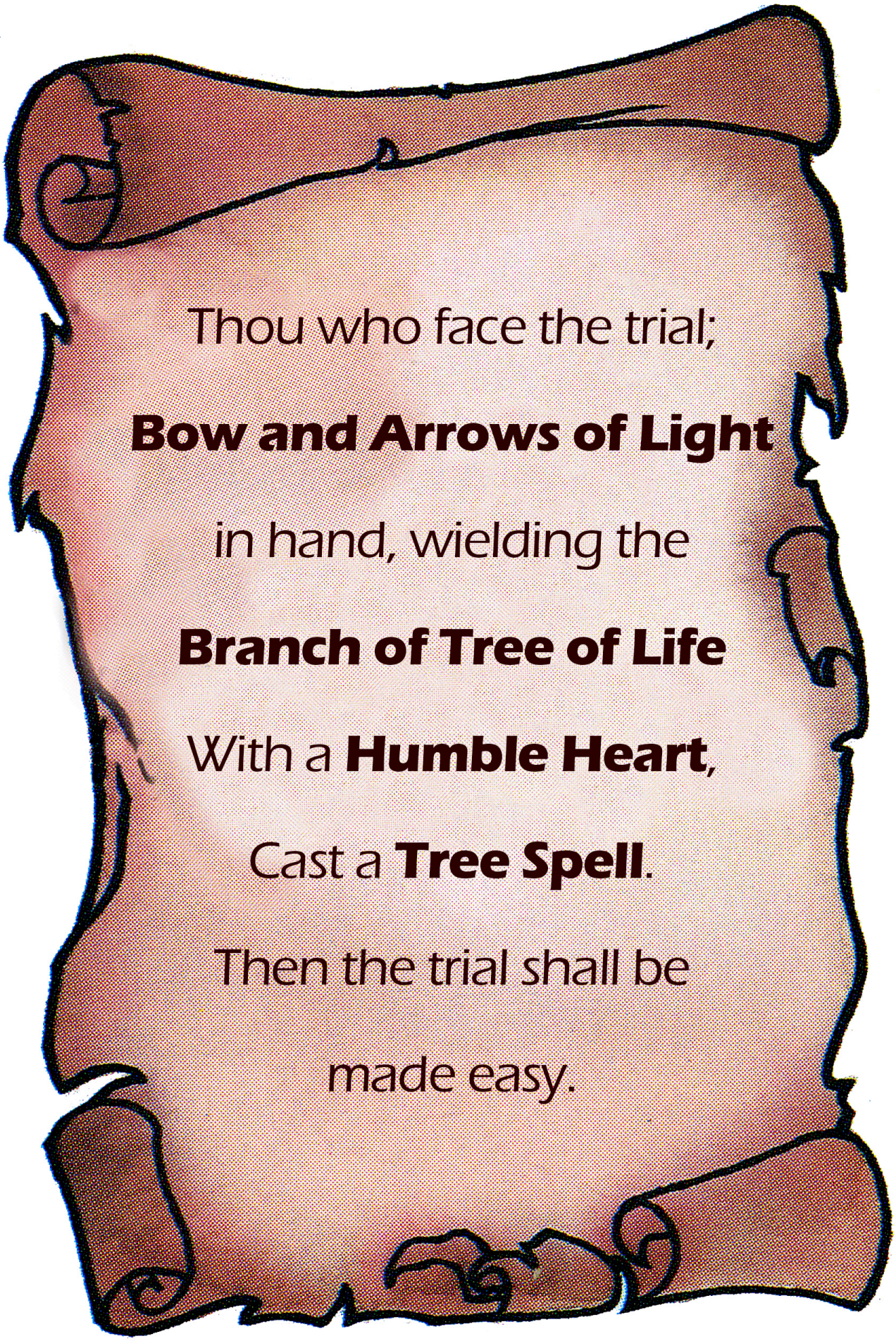
Zachariff

BOOK OF PROPHECY


Thou who face the trial;
Learn from the **Book of Sage**,
Wear the **Amulet of Light**,
Take up the **Holy Wand**,
with **Roland's Princess**
Then the trial shall be easy
indeed.

Thou who face the trial;
Hold the **Sacred Axe** in hand,
Alongside **a Hero**,
With a **Selfless Heart**,
Cast a **Fire Spell**.
Then the trial shall be
made easy.


Thou who face the trial,
Wear the **Pearl Amulet**,
Hold the **Crystall Ball**,
Command the **White Serpent**,
Cast a **Water Spell**
Then the trial shall be made easy.


Thou who face the trial;
Bow and Arrows of Light
in hand, wielding the
Branch of Tree of Life
With a Humble Heart,
Cast a Tree Spell.
Then the trial shall be
made easy.

Thou who face the trial,
From the **Grimoire**,
with a **Magic Wand** in hand
and a **Black Cat** at your
command,
Cast a **Fire Spell**
Then the trial shall be made
easy.

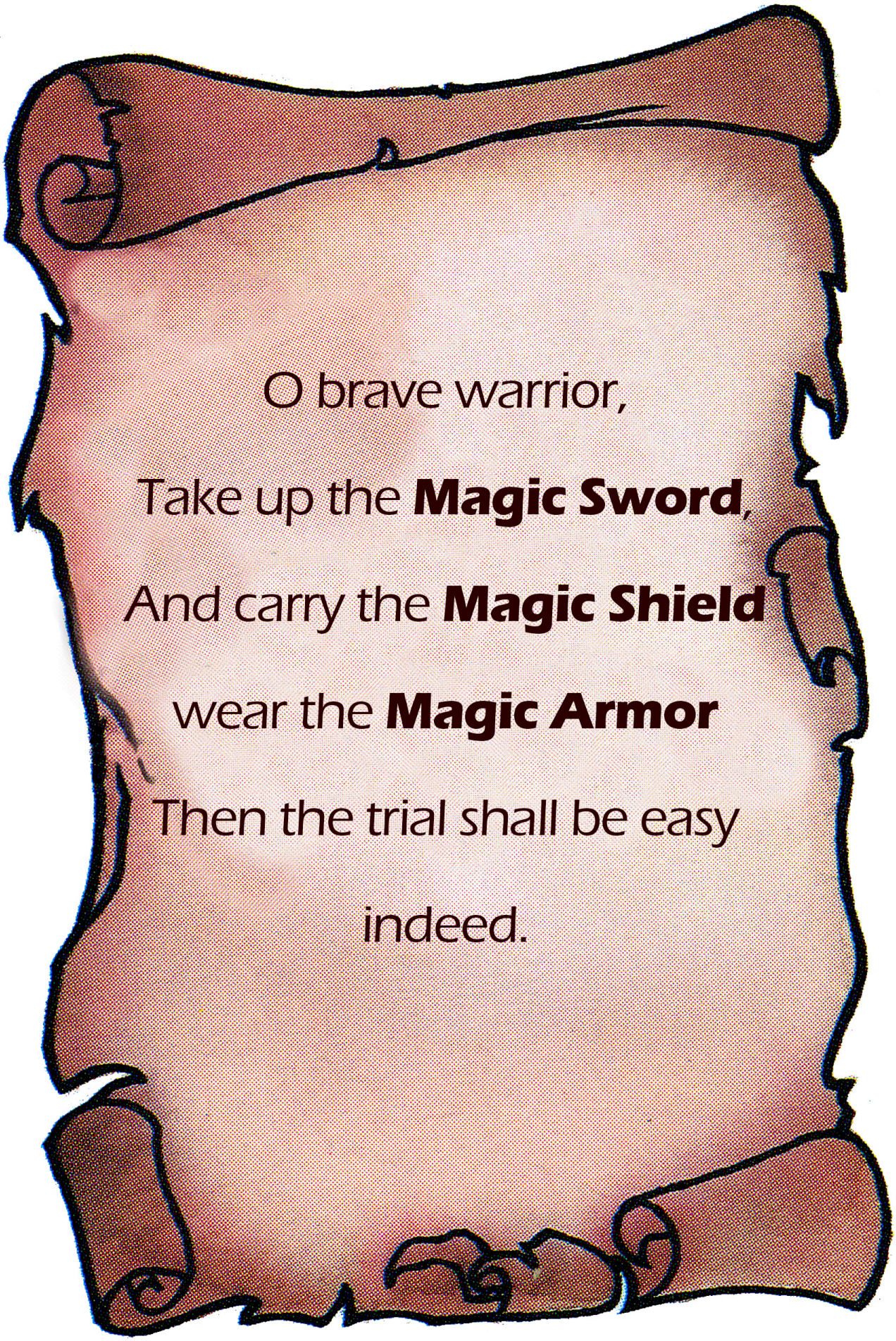
Thou who face the trial,
Chant the **Fire**,
Water and
Tree Spells
Then the trial shall be made
easy.

Thou who face the trial;
Bear the **Holy Sword**,
Carry the **Holy Cup**,
With a **Humble Heart**
And **Roland's Princess**
Then the trial shall be easy
indeed.

Thou who face the trial;
Wear the **Dark Armor**,
Carry the **Dark Shield**,
Brandish **Deathbringer**
And ride a **Hell Horse**
Then the trial shall be easy
indeed.

Thou who face the trial;
Wield the
Branch of Tree of Life,
Accompanied by an **Elf**,
With a **Selfless Heart**
Cast a **Water Spell**
Then the trial shall be easy
indeed.

Thou who face the trial;
With items of **Light**,
and **Holy** items,
Collect **all four** of either
Then the trial shall be easy
indeed.


O brave warrior,
Take up the **Magic Sword**,
And carry the **Magic Shield**
wear the **Magic Armor**
Then the trial shall be easy
indeed.

Thou who face the trial;
Wield the **Sacred Staff**,
Wear the
Feathered Sandals,
A **Falcon** on your arm
Cast a **Wind Spell**
Then the trial shall be easy
indeed.

Thou who face the trial;
Gather the
Shield of Light,
Armor of Light,
Helm of Light
and **Sword of Light**
Then the trial shall be easy
indeed.

BEWARE THE PROPHECY'S WARNING THE TIME OF THE DARK LORD'S REVIVAL DRAWS NEAR

PHYS ATK +1 PHYS DEF +1 MAG ATK +1 MAG DEF +1

LIGHT SIDE

Treasure — Black Pearl

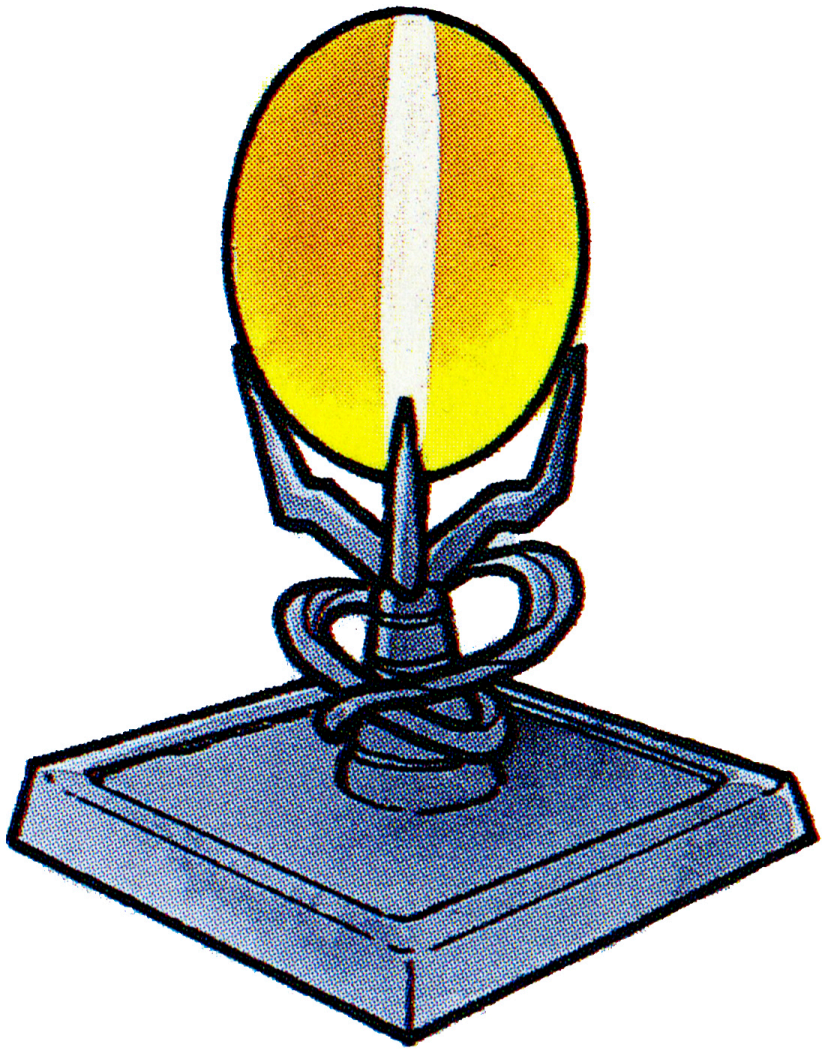
DARK SIDE

PHYS ATK +1 PHYS DEF +1 MAG ATK +2 MAG DEF +2

PHYS ATK +1 PHYS DEF +3 MAG ATK +1 MAG DEF +3

LIGHT SIDE

Treasure Cat's Eye



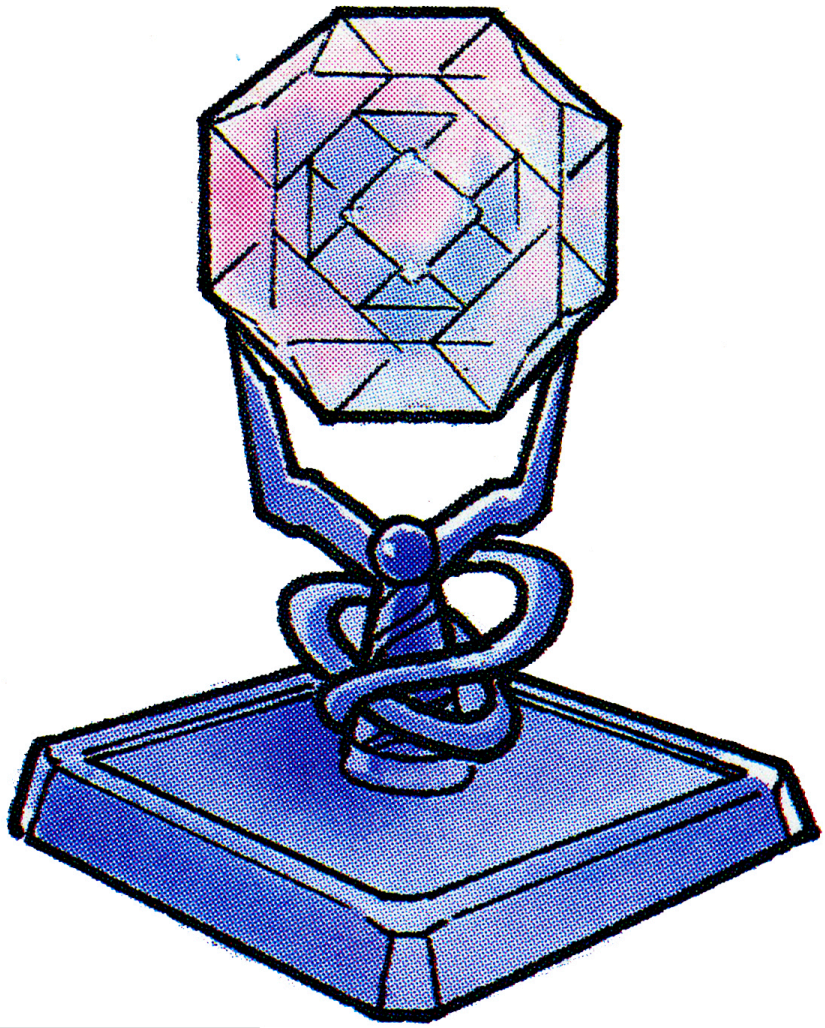
DARK SIDE

PHYS ATK +1 PHYS DEF +2 MAG ATK +1 MAG DEF +2

PHYS ATK +2 PHYS DEF +2 MAG ATK +2 MAG DEF +2

LIGHT SIDE

Treasure Diamond



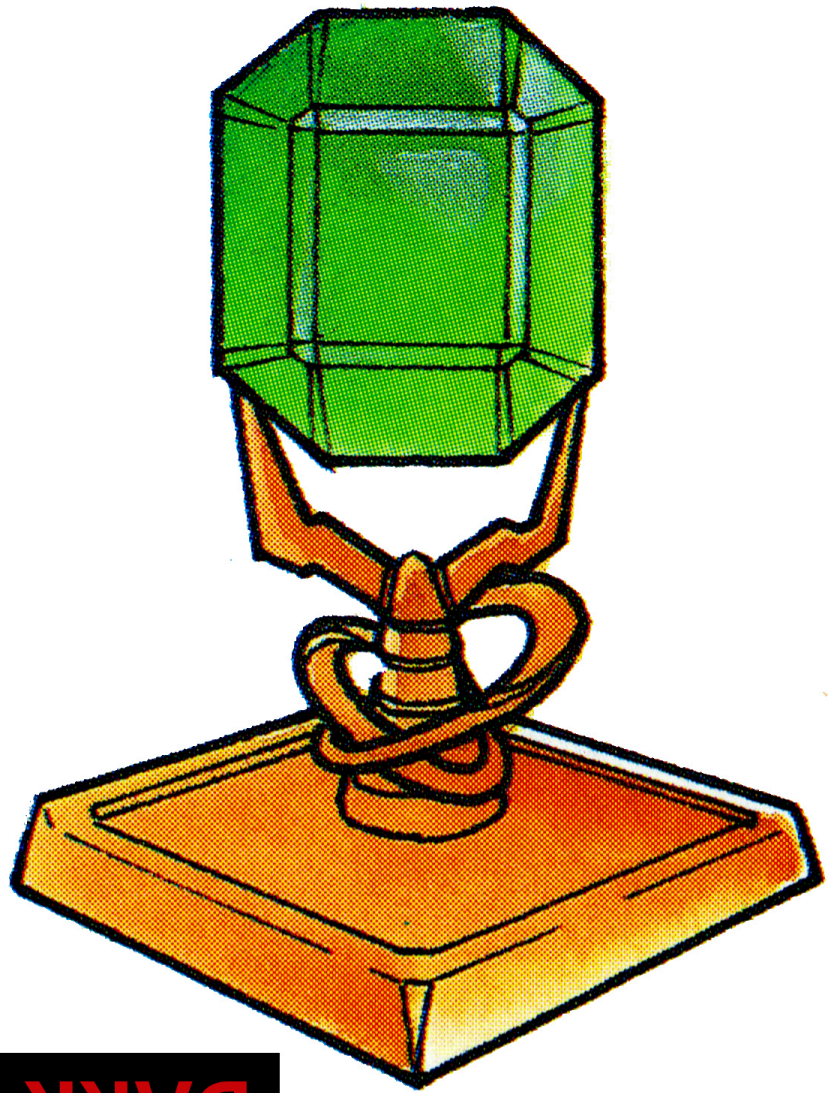
DARK SIDE

PHYS ATK +1 PHYS DEF +1 MAG ATK +1 MAG DEF +1

PHYS ATK +3 PHYS DEF +1 MAG ATK +3 MAG DEF +1

LIGHT SIDE

TREASURE **EMERALD**



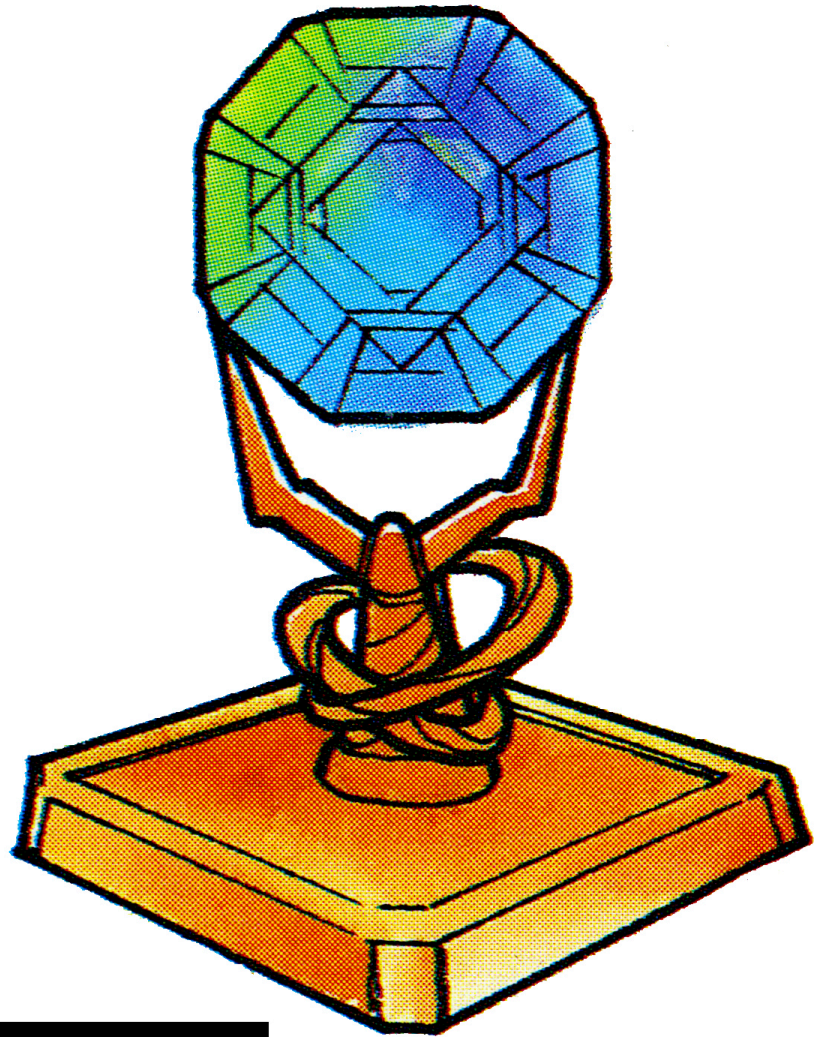
DARK SIDE

PHYS ATK +2 PHYS DEF +1 MAG ATK +2 MAG DEF +1

PHYS ATK +1 PHYS DEF +1 MAG ATK +3 MAG DEF +2

LIGHT SIDE

Treasure Opal



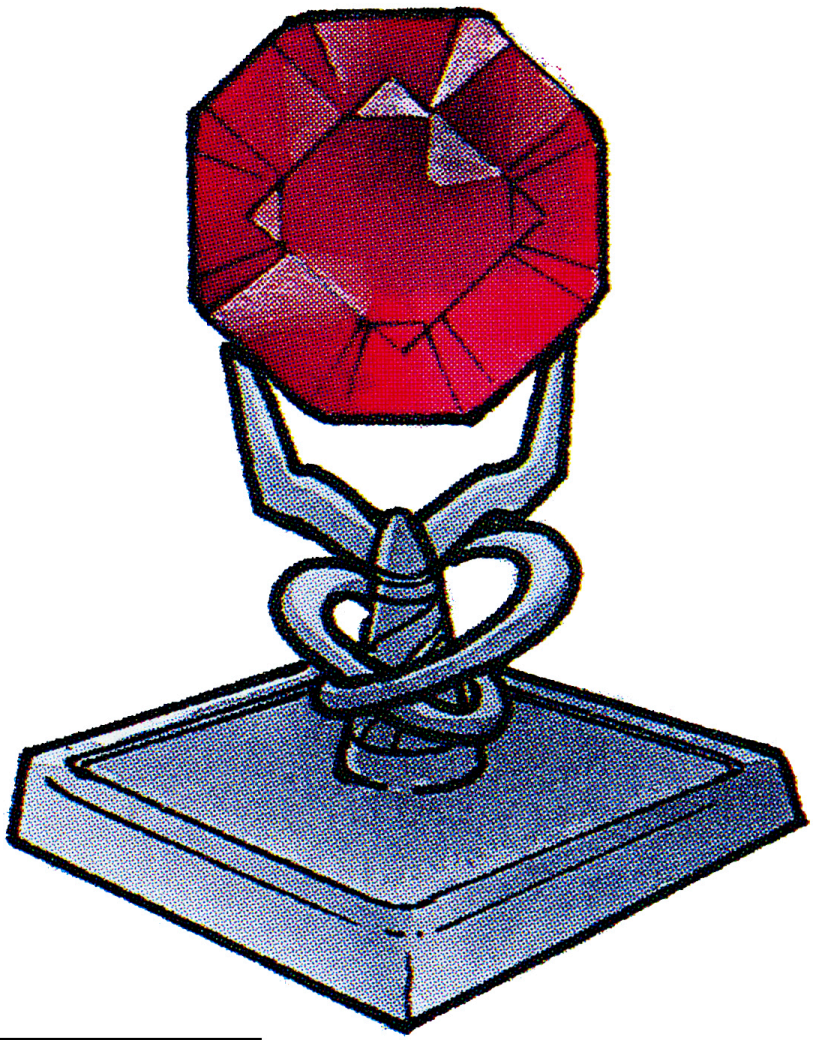
DARK SIDE

PHYS ATK +0 PHYS DEF +0 MAG ATK +2 MAG DEF +1

PHYS ATK +1 PHYS DEF +1 MAG ATK +2 MAG DEF +2

LIGHT SIDE

TREASURE RUBY



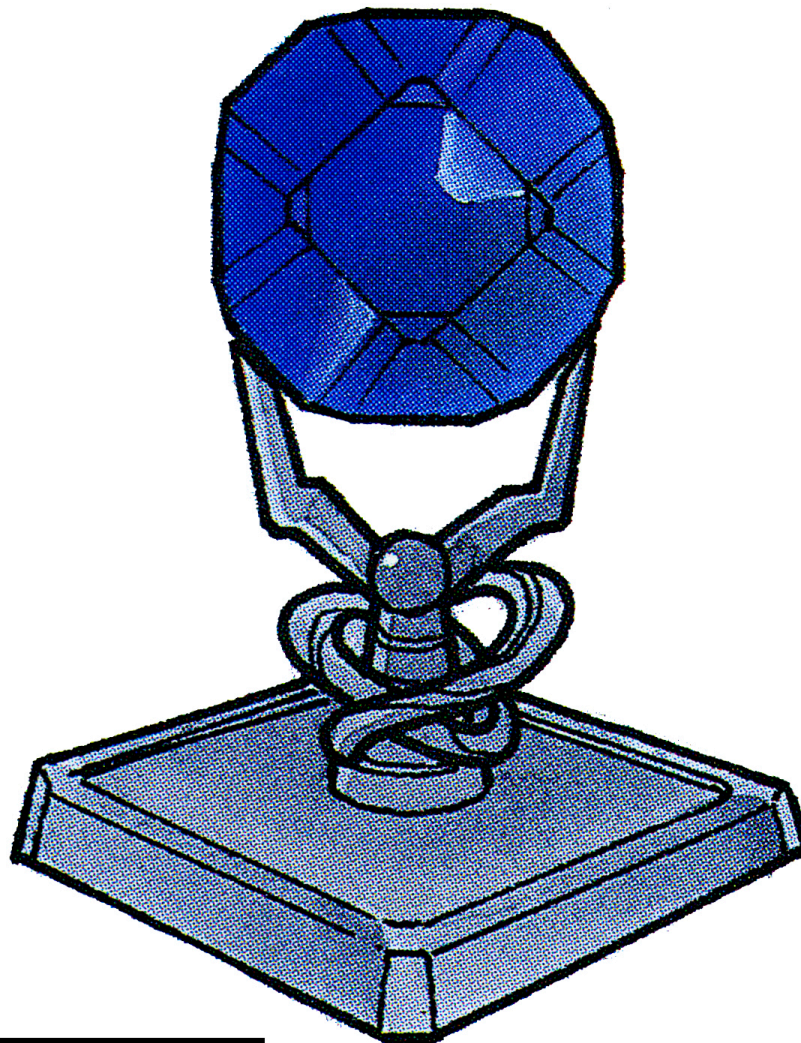
DARK SIDE

PHYS ATK +2 PHYS DEF +2 MAG ATK +2 MAG DEF +2

PHYS ATK +3 PHYS DEF +3 MAG ATK +1 MAG DEF +1

LIGHT SIDE

Treasure Sapphire

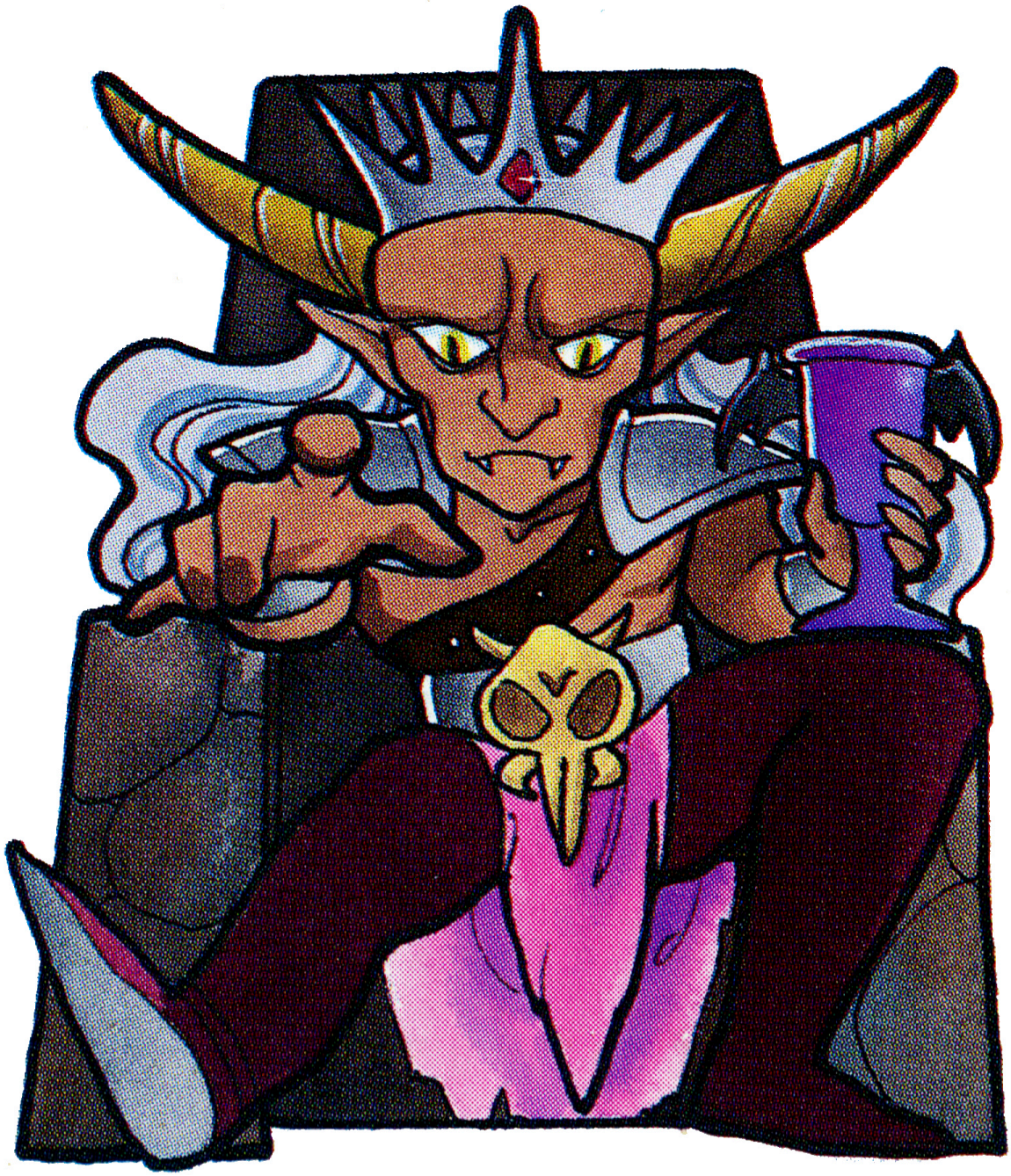


DARK SIDE

PHYS ATK +2 PHYS DEF +2 MAG ATK +0 MAG DEF +0

the Seven Treasures of the Prophecy gathered, The Dark Lord shall be reborn. He who defeats the Dark Lord with the power of the Treasures Shall become the Child of Light.

PHYS ATK +5 PHYS DEF 16 MAG ATK +5 MAG DEF 16



Dark Lord